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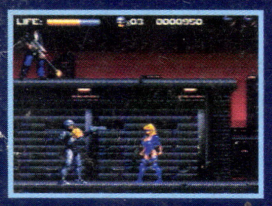

Robocop Versus The Terminator
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To add extra enemies and more violent deaths to this MA-13 shooter, press **START** to pause the game, then press **C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A!**

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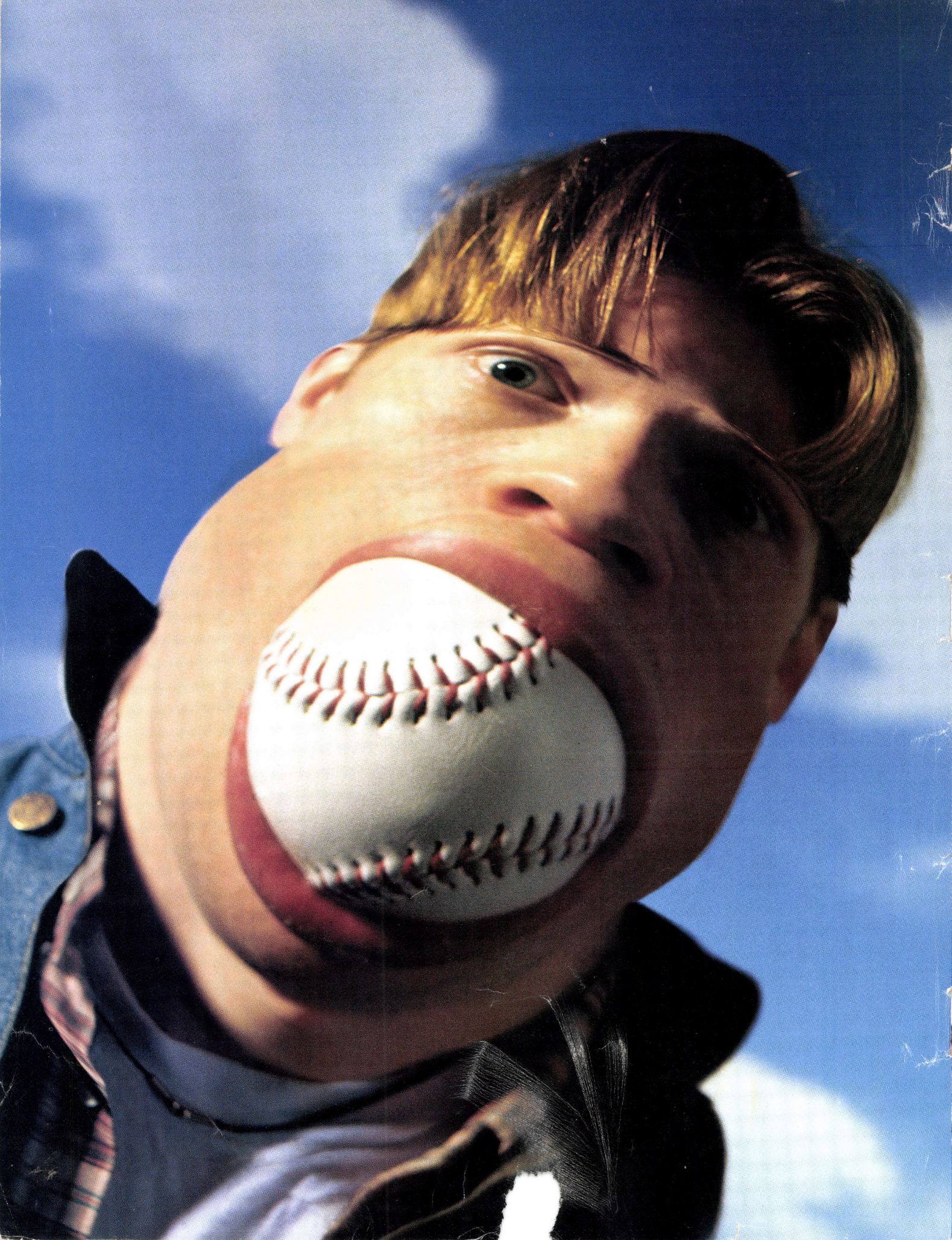

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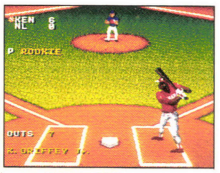

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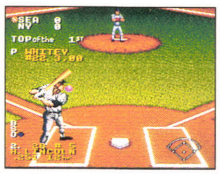

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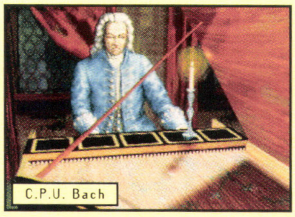

THE 3DO™ SYSTEM

(Not to mention of course, lots of butt-kicking, thumb-blistering, mind-screwing games that are bound to piss off

PLAYS MUSIC, PHOTO

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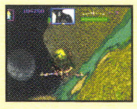
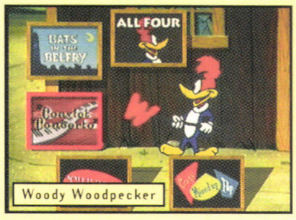
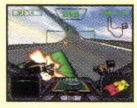



figure_though_nasty_obstacles._And_when_you_screw_up,_you'll_leave_the_cutest_little_black_stain_where_your_vessel_was_obliterated._Then_there's
ALL FOUR
Woody Woodpecker

MORE IMPORTANTLY,



IT WILL PLAY A LOT OF

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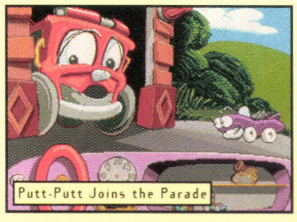

SOFTWARE ON SUBJECTS

you're the one who must save the Park's guests from prehistoric dino-clones. CD sound and 3D graphics make T-Rex so real, you can

SUCH AS GEOGRAPHY,

practically smell the geologist on his breath. These titles are only a few of the many. You get the idea. Even if your parents don't.)

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3DO

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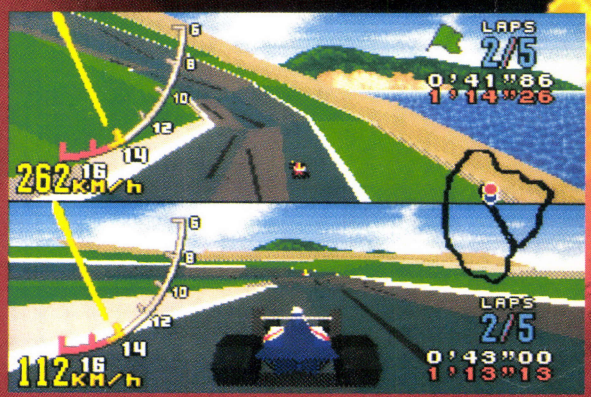

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INSIDE VIDEOGAMES

Volume VI Issue 6 June 1994

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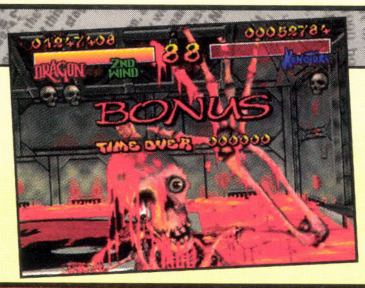

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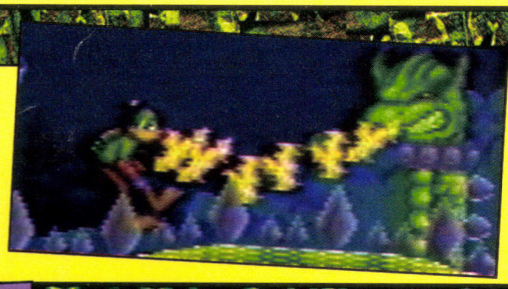

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INPUT

THE RATINGS GAME: WILL AN INDUSTRY-WIDE RATING SYSTEM BE A HELP OR A HINDRANCE?

CHRIS GORE GIVE THIS A RATING!

Most people in the industry say they are in favor of ratings. They claim that ratings are a great guide to help parents decide what video-games are appropriate for their kids. Another side says that ratings simply point out to kids what video-games they **can't** play—which makes them want the MA-13 or "Mature Audience" ones all the more, no matter how good or bad the actual gameplay is. It seems inevitable that an industry-wide video-game rating system will be put into place. Our government, and more importantly, retailers like Toys R Us, have made their case: They want ratings slapped onto all the games sold on the market. How they will be enforced is a subject for another editorial. (Every smart kid knows that they can sneak into any PG-13 or R rated movie because of the loose security surrounding most multi-plexes, but you didn't hear that from me.)

The thing that concerns me most is exactly how ratings will affect the games themselves. If the sales of video-games bearing a particular rating prove to be higher than others, will developers make an effort to produce games with a specific rating? Will the producers of games be forced to take out the blood or put in more simply to get the rating that has proven to be the most profitable? Can you imagine *Sonic 4* with a blood code? Think of it, Sonic does his special spin attack and shreds little Tails into a pile of bloody meat and fur. *Sick!* But it sells two million copies! Or worse yet, "General Audience" ratings generate the highest volume of games sold. This could result in a cute platform game with the cast of *Mortal Kombat*. Johnny Cage and Raiden holding hands skipping down colorful candyland performing "Friendship Moves" all day long until they get to the rainbow castle and defeat Goro, turning him into an adorable baby. *That's just as sickening to me!*

My point is this: I hope that game designers develop video games with great gameplay without a specific rating in mind from the beginning. Just a few things to think about while you enjoy the last year with your collection of unrated classics.

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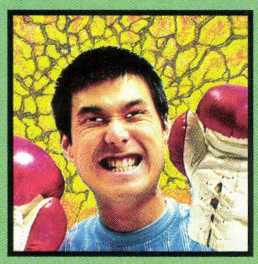

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SPORTS DESK
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EDITORIAL ASSISTANT
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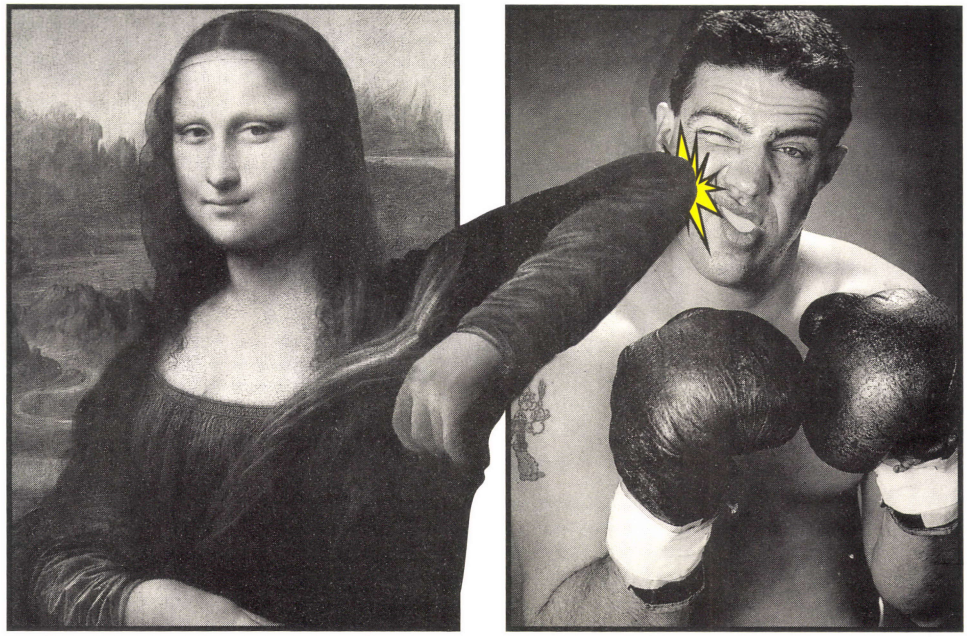
WHERE MONA LISA MEETS "THE KID"



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PRESS START

NEWS INFORMATION RUMORS

EDITED BY BETTY HALLOCK, ERIC NAKAMURA & NIKOS CONSTANT

NEWS

VIDEO-GAME VIOLENCE

The latest news from the frontlines of the battle against violent video games...as fought by the politicians who don't quite understand them.

Dateline...December 1993:

As reported in *VideoGames*, U.S. Senator Joseph Lieberman (D-Conn.) proposed legislation that would require video-game manufacturers to better inform consumers about the content of their games. After illustrating his concern with videotaped scenes from *Mortal Kombat* and *Night Trap*, Lieberman gave the industry one year to develop and implement a standard for labeling game cartridges, boxes and advertising materials to warn consumers of violent and/or sexual content—and threatened that the government would do so itself if it didn't see a system in place by year's end.

UPDATE:

During a Senate hearing in March, Lieberman and Sen. Herbert Kohl (D-Wis.) were greeted by a yet-to-be-named association including Acclaim, Atari, Electronic Arts, Nintendo, Philips, Sega and the 3DO Company. The figurehead of the new association, Jack Heistand of Electronic Arts, presented the Senate with a 13-point plan for implementing an industry-wide rating system before the 1994 holiday season. His presentation was received with tempered enthusiasm...and a lot of questions. Heistand's composure was admirable; when asked about the likelihood of labeling the thousands of games that are already on store shelves, he patiently explained to the Senate how such an undertaking would divert all of the association's efforts away from it's true purpose...then, in no uncertain terms, concluded that the process would be "virtually impossible."

Industry representative Jack Heistand of Electronic Arts makes his presentation to the Senate.

Dateline...February 1994:

VideoGames prints a letter from Daniel Lungren, Attorney General for the State of California, in which Lungren asks the video-game industry to "remove the needless violence from the games or remove the games from the market." Editor in Chief Chris Gore's response is overshadowed by reaction to the photograph accompanying the article: A satirical mock-up with Lungren's head pasted over the head of Liu Kang from *Mortal Kombat*, which had been singled out by Lungren for its violent content. After Lungren's nephew shows him the photo, the news media erupts into a feeding frenzy—though none of the journalists covering the story seem understand our *Mortal Kombat* joke.

UPDATE:

After exchanging letters on the subject of violent video games, *VideoGames* contacted Attorney General Lungren and invited him to visit our offices to discuss the issues at hand and to educate him on the state of the video game industry. To his credit, Lungren has accepted our invitation; at press time, the meeting had been tentatively scheduled for the first week of May.

Meanwhile, a recent *Sacramento Bee* article on the debate reports that California Assemblyman Tom Umberg allows his three children to play video games, as long as the games are approved by him. Umberg, a Democrat, is set to run against Daniel Lungren for the California Attorney General's post this fall.

This is a scene from *Mortal Kombat*, a violent video game. Get it?

Dateline...March 1994:

As reported in *VideoGames*, the video tape of *Mortal Kombat* that was shown at the Senate press conference in December had some interesting footage of the game. Despite being identified by Senator Lieberman as "Sega's version" of *Mortal Kombat*—in other words, the version licensed by Sega—it was obvious that the video tape showed the *arcade* version of the game, which is considerably more realistic than any of the home versions. A Sega executive later told us that—until he read our March issue—he hadn't realized that Senator Lieberman and his staff had made this mistake.

Nintendo staffers provided the Senate with this *Mortal Kombat* coin-op footage. What were they thinking?

UPDATE:

It's not easy to get video footage of an arcade game, but a Washington Post article by staff writer John Burgess told the world exactly how this tape ended up in the hands of the Senate. According to Burgess, the footage was prepared by *Nintendo of America*, in what has to be perceived as an extremely misguided attempt to "educate the public that it wasn't Nintendo putting out [the ultra-violent version of the game.]" Unfortunately, Sega wasn't responsible for that version either, and in a tersely-worded press release, President Tom Kalinske stated that he was "amazed that Nintendo would irresponsibly drag the entire industry though the mud in their efforts to slow our momentum."

TOP 10

Top Ten Lists Courtesy of BABBAGE'S: AMERICA'S SOFTWARE HEADQUARTERS and REPLAY MAGAZINE

SUPER NES

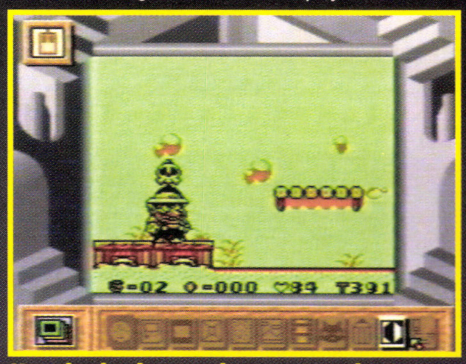
1. *NBA JAM* by Acclaim
2. *Ken Griffey Jr. Presents: Major League Baseball* by Nintendo
3. *MLBPA Baseball* by EA Sports
4. *Lufia and the Fortress of Doom* by Taito
5. *Turn & Burn: No Fly Zone* by Absolute
6. *Wolfenstein 3-D* by Imagineer America
7. *Mega Man X* by Capcom
8. *Bill Walsh College Football* by EA Sports
9. *Lethal Enforcers* by Konami
10. *Super Star Wars* by JVC

Super Game Boy Hits the Boob Tube—IN COLOR!

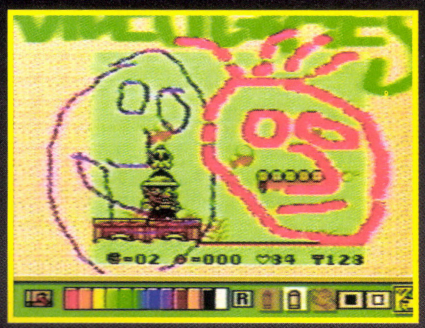
As described in our last issue, Nintendo has announced a new add-on peripheral for the Super NES called Super Game Boy. The device will allow you to play Game Boy games in color on your TV set or monitor. With this device, Nintendo is hyping the Super NES as the system with over 705 games.

The cartridge interface allows players to choose a custom color for each of the four pixel gradations programmed into the green and black hand-held version. Other Super Game Boy features include eight preset backgrounds and a paint program to mess around with the game screen.

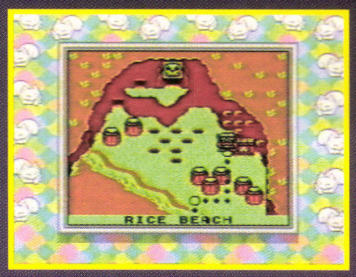
After the hardware is launched in June (MSRP: $59.99) Nintendo will also begin to release a series of Game Boy cartridges that exploit the technology of the Super Game Boy to increase the fun of playing Game Boy games on your TV. The first Super Game Boy release will be *Donkey Kong*, Nintendo's huge arcade hit of the early '80s. *Donkey Kong*—and other future Game Boy titles—will play normally on the portable machine but will be coded with color information for the Super Game Boy. New titles will also take advantage of the Super NES sound drivers to deliver higher-quality music and effects.

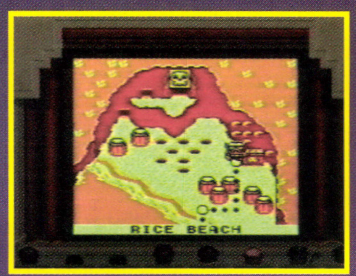


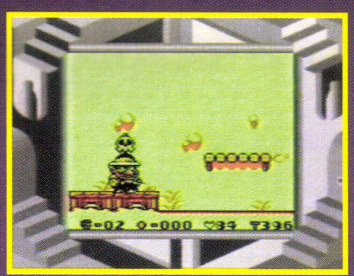
Use the background menu to select one of eight different background screens.

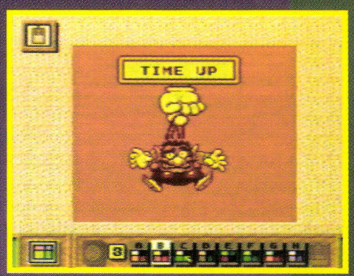


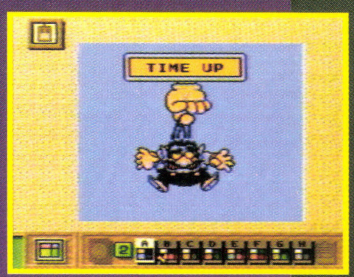
The paint program lets you do on-screen tagging, preventing unwanted run-ins with the cops.









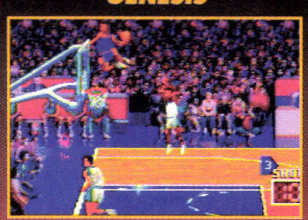


Backgrounds include animated cats, a movie theater, popcorn or an M.C. Escher-inspired staircase.

There are three preprogrammed color menus to change the look of the game from an underwater sea level to a jungle battle zone.

GENESIS

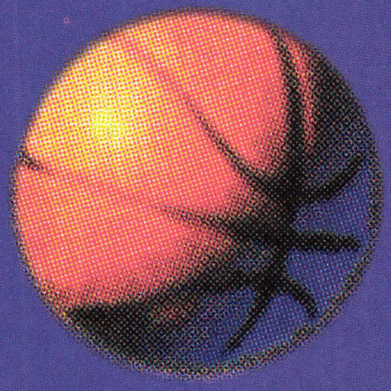
1. *NBA JAM* by Arena
2. *NBA Showdown* by EA Sports
3. *World Series Baseball* by Sega
4. *FIFA International Soccer* by EA Sports
5. *Mutant League Hockey* by Electronic Arts
6. *Sonic the Hedgehog 3* by Sega
7. *PGA European Tour* by EA Sports
8. *Ms. Pac Man* by Tengen
9. *NHL Hockey '94* by EA Sports
10. *Winter Olympics* by U.S. Gold



GAME BOY

1. *Wario Land* by Nintendo
2. *Super Mario Land* by Nintendo
3. *Kirby's Dream Land* by Nintendo
4. *Tetris 2* by Nintendo
5. *Mortal Kombat* by Acclaim
6. *Super Mario Land 2* by Nintendo
7. *Tetris* by Nintendo
8. *Jurassic Park* by Ocean
9. *Final Fantasy Legend III* by Square Soft
10. *Bo Jackson Football/Baseball* by T•HQ

TOP 10



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basketball
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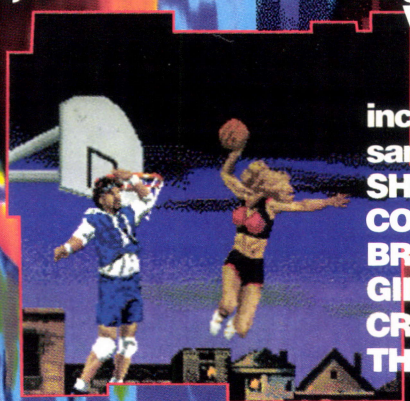

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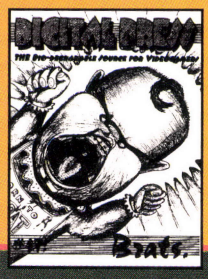
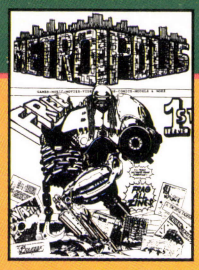
Zine Zone

Digital Press

Joe Santulli, Editor In Chief
44 Hunter Place
Pompton Lakes, NJ 07442-2037
$1.50 Bi-Monthly
$8 U.S./$10 Canada/$12 elsewhere per year

If you haven't seen *Digital Press*, check it out. It's like a punk discography and history...but for video games. There's a true indie spirit involved and a healthy "garage sale" attitude. Joe and his gang have done major research on old game systems that many of us have never even heard of. Issue 17 also includes some awesome movie/video game trivia. *Digital Press* is a perfect bed-time reading 'zine—these dudes are punks at heart.

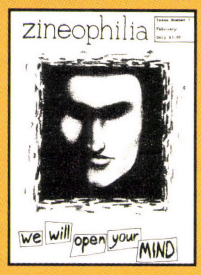




Metropolis

James Catalano, Editor
c/o Artacyis Publications
639 West Grace #336
Chicago, IL. 60613
$1 Bi-Monthly

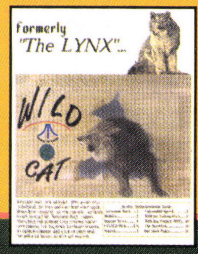
This 'zine is brand new, and while it has a pretty cool cover, the rest of it doesn't really deliver what the cover promises. *Metropolis* claims to have info on music, movies, comics and more...but actually there's very little. Our advice: Take a stronger stand and strictly blow up about things. Get deep, do more research and do something different; otherwise, you won't really stand out from other 'zines. Not bad for a buck, but some people would rather buy donuts.



Zineophilia

Noah Dziobecki, Editor In Chief
4436 E. 5th St.
Long Beach, CA 90814
$2.00 Bi-Monthly
$10.00 U.S/$16.00 elsewhere per year

Here's the long awaited "Generation X" 'zine from the former editor of *Phanzine Star*. In it, Noah and staff cut down on the amount of electronic gaming coverage to devote most of the space to music, movies, literature and art—the first issue even includes a short fiction story. Unfortunately, this means that *Zineophilia* is nothing like the monster clearing house of gaming info that *Phanzine Star* used to be. It's interesting, thought-provoking stuff—but at least one of our staffers balked at the laid-back contents, saying it "does little" and calling it "*Details* Magazine-inspired." We liked the tiny drawing by Maki the best.



Wild Cat

Phil Patton, Editor
131 Dake Avenue
Santa Cruz, CA 95062
$1.75/Bi-Monthly
$12 U.S. per year

Formerly known as *The Lynx*, this 'zine gets straight to the point: It's for people who use Atari systems like the Lynx, the Jaguar and the Falcon computer. The first issue has decent color photos, lots of Lynx reviews and even a funny 3DO-bashing article. These guys are completely pro-Atari. While editor Patton admits that this new 'zine "is lacking the flair and the excitement of communication with other users," he should know that sticking together is what Atari fans do best. *Wild Cat* has room to grow, but then, so does Atari.

SNES GAMING

Rich Wigstone, Editor
770 Concord Lane
Hoffman Estates, IL 60195
$1.50 Bi-Monthly
$9 U.S. per year

A really clean 'zine—it looks good, and it's easy to read. It's small, but it's packed with good info. Rich has come up with one of the most comprehensive video game rating systems we've ever seen; it covers everything from "Aesthetics" to "Attention Span." *SNES Gaming* is a serious 'zine. Our only criticism would be its lack of humor—the layout looks great, but there's not a lot of *fun* in it. Other than that, this is an excellent 'zine. SNES owners should subscribe.

The Triplicate

Contact: Jennifer Moon
2101 Veteran
Los Angeles, CA 90064
$1.50 U.S./$2.00 CAN

The Triplicate is a comic book about a girl named Jennifer, a corporate businesswoman named Deedra Swan and a super heroine named Electra. Jennifer's really into video games too. This is good, so get your hands on it.

BACK IN THE VIRTUAL SADDLE

Aerosmith Pumps Into Arcades With Revolution-X

After three decades of rock and roll, the legendary Aerosmith are now involved in a coin-op arcade game. In Midway's *Revolution-X*, the New Order Nation—who are trying to take over the world's youth—has kidnapped the granddaddys of rock and it's your job to rescue them. The game's first-person, *Terminator 2*-style shoot-'em up action allows up to three players to choose to go in any direction, and the non-linear structure means it'll be different each time you play. You'll be shooting at bug-eyed monsters, voodoo glow skulls, power-up weapons and hidden passageways. Don't expect the girls from the videos to show up to help—though Kerri Hoskins (the blonde cheerleader from *NBA JAM*) appears as a brunette in the game and on the side of the cabinet. It's all in your hands, just you and your big 10-inch gun!

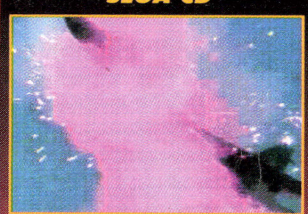
While you're blastin' away you can hum to songs like the rock anthem "Sweet Emotion" or pose like Run-DMC to "Walk This Way". Can you save the Toxic Twins from their evil nemesis or will they end up as toys in the New Order Nation's attic? Snake some quarters from a phone booth and find out.

TOP 10

GAME GEAR

1. *NBA JAM* by Acclaim
2. *X-Men* by Sega
3. *Mortal Kombat* by Acclaim
4. *Winter Olympics* by U.S. Gold
5. *Sonic Chaos* by Sega
6. *Ecco the Dolphin* by Sega
7. *Ren & Stimpy* by Sega
8. *Ms. Pac-Man* by Namco
9. *Road Rash* by US Gold
10. *Land of Illusion* by Sega

SEGA CD



1. *Tomcat Alley* by Sega
2. *Rise of the Dragon* by Dynamix
3. *Dragon's Lair* by ReadySoft
4. *Wing Commander* by Electronic Arts
5. *Lunar: the Silver Star* by Working Designs
6. *Third World War* by Absolute
7. *NHL Hockey '94* by EA Sports
8. *Ground Zero Texas* by Sony Imagesoft
9. *The Mansion of Hidden Souls* by Vic Tokai
10. *WWF Rage in the Cage* by Arena

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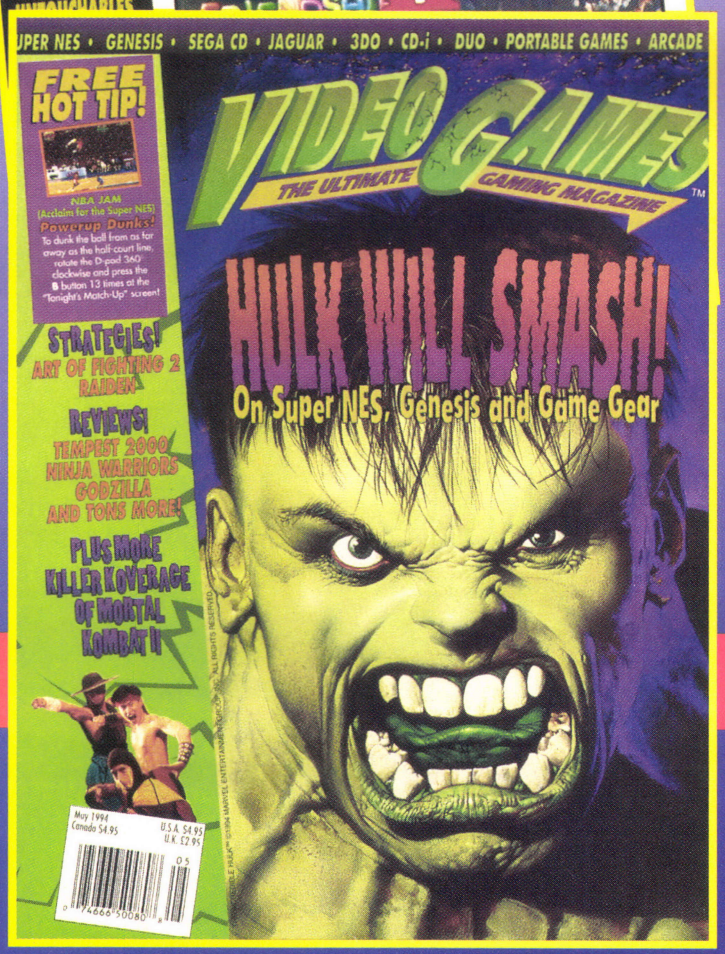

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SOUNDBOARD

I saw the coverage of *Mortal Kombat II* in your April issue and I'd like to find out where I could get an autograph from Katalin Zamiar (Mileena). Also, where can I get a Mileena outfit for my girlfriend to wear on our honeymoon?

—Wayne Tubbs
Crockett, TX

We can't help you with your honeymoon fantasy, Wayne, but here's an address where you can send fan mail to the stars and creators of Mortal Kombat II*:*

Williams/Bally/Midway
Attn: Mortal Kombat *Fan Mail*
3401 North California Ave.
Chicago, IL 60618-5889

Tell 'em VideoGames *sent you!*

I am a strong believer in ratings for games, but I do not believe in censorship. Many people like a bit of violence to blow off some steam. I mean, seriously, which is better: Killing a real person or killing some digitized character?

I think *Night Trap* should be censored, though. It is very degrading and people who get their kicks from watching mindless bimbos run around in a video game should get a life. There should be more ratings; I'd like to see more levels of rating codes between GA and MA-13. I especially like the idea of having to enter a "blood code" if one wants to see violence; that way, people who don't like that stuff can play a clear game, and violence lovers get their blood. I don't think fighting games promote violence, I think all they promote is fun!

—Pat Ewing
Westport, CT

Good points, Pat. Oh, by the way…congratulations on the season; the Knicks had a great year.

I am writing to you in hopes of finding an answer to a question that has been driving me out of my skull for some time now. Is there truly a *strip code* for *Street Fighter II*? This is

X file

Naughty (and Talkative) By Nature

VideoGames has an extremely one-sided conversation with Jason Rubin of Naughty Dog Software, the creators of the upcoming 3DO fighting game Way of the Warrior. Woof!

By Zach Meston

"Rings of Power has an Easter egg that—as far as we know—no one has found.

The last few "X-Files" I've done were your typical "ask a silly question/get a cool answer" format, but Jason Rubin, 24-year-old graphic artist for Naughty Dog Software, don't play that. Over the course of an hour-long phone call, I spent about 30 seconds speaking and the rest of the time listening and typing as fast as my bleedin' hands could manage. Jason is overflowing with fact and opinions, the best (and least potentially libelous) of which are shared here.

• *Jason on why Naughty Dog decided to do a fighting game:* We [Jason and Andy Gavin, 23-year-old Naughty Dog programmer] both love them. We made adventures in the past, but we've been fighting-game lovers since *Street Fighter II* came out. You want to do what you like. We also thought there was a lot of room for improvement in fighting games…and we knew no one else was doing a fighting game for 3DO. You need a fighting game on a video game system. It's a great genre.

Jason Rubin [right] and Andy Gavin of Naughty Dog Software.

• *Jason on why Naughty Dog chose to program* Way of the Warrior *on the 3DO:* It was a very simple decision. We did *Rings of Power* on the Sega Genesis and we knew what it took to make a cartridge. If you want to make a cart, it takes a hell of a lot of money. Nintendo and Sega take such a huge bite of profits, it isn't worth it for two kids just out of college to print carts. It costs $20 to print a cart. You can put a CD on the shelf—including the licensing fee—for $6 to $7.

The other thing is that it's a lot easier to deal with 3DO. We called them and said, "We're interested in making a game." They sent a contract and all we had to do was sign. It's very easy to work on the system, very easy to get the development system. They treated us not like 23-year-olds, but like a game company. Because they treat us so well, we want to make a great game.

• *Jason on the Sega Saturn:* The Saturn is the system that I am most confident will A) come out and B) be a good competitor. Sega has a very good way of making hardware: They take machines that have been in the arcade—hardware they know is good—and bring it into the home. That's how they made the hardware for the Genesis. They took the *Altered Beast/Golden Axe* coin-op hardware, stripped out some things, and brought it into the home.

Unfortunately, they're going to have a hard fight. Video games are bringing in more money than movies now. Obviously, there's going to be more competition. Who's best poised to succeed? Is it Sega, a tiny company that's third in Japan? Can they compete with Matsushita? The amount Sega spends is a bad rounding error for Matsushita at the end of their tax form.

• *Jason on the Atari Jaguar:* It's a decent piece of hardware. It's not as good as they're claiming in terms of numbers. One of the game magazines has been publishing ridiculous reports that Atari puts out; 64 bits, for example, is questionable. That's like saying "I have three Ferraris that all go 150 MPH, so I can drive at 450 MPH."

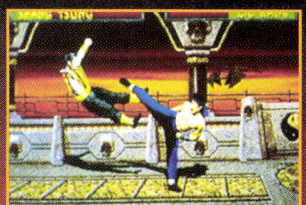
• *Jason on* Way of the Warrior*: WOTW* is the first 32-bit fighting game. That includes *Mortal Kombat* and *SF II* in all its iterations, as the characters are pretty low-colored. The biggest sprite in

TOP 10

3DO

1. *Super Wing Commander* by Electronic Arts
2. *Twisted* by Electronic Arts
3. *John Madden NFL Football* by EA Sports
4. *The Horde* by Crystal Dynamics
5. *CPU Bach* by Microprose
6. *Escape from Monster Manor* by Electronic Arts
7. *Total Eclipse* by Crystal Dynamics
8. *Dennis Miller: That's News to Me* by Electronic Arts
9. *Stellar 7: Draxon's Revenge* by Readysoft
10. *Dragon's Lair* by Readysoft

DEDICATED COIN-OP



1. *Mortal Kombat II* by Midway
2. *Virtua Fighters* by Sega
3. *Run & Gun* by Konami
4. *NBA JAM* by Midway
5. *Lethal Enforcers* by Konami
6. *Mortal Kombat* by Midway
7. *Alien 3: The Gun* by Sega
8. *Super Chase* by Taito
9. *Final Lap 3* by Namco
10. *Terminator 2* by Midway

There are 40,000 people with carts whose jaws would drop if they saw it."

MK is 64 colors. We're not competing with the home versions of *MK* and *SF II*, we're competing with coin-op fighting games.

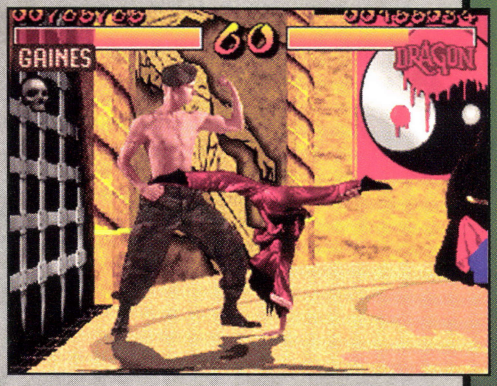
This might change, but right now, there are ten characters you can play, and two bosses. The bosses are 3-D rendered characters, and the characters are digitized actors. We may also have secret characters. Konotori—Japanese for "the stork"—fights on one leg. He has mastered the art of fighting as a light character. He can fly—well, it's more of an extended glide. You can get really long jumps with him. The Ninja is very quick, very stealthy. He can turn himself invisible, among other things. Major Gaines is an evil ex-member of the British Secret Service. He has a steroid implant that allows him to power up to 130% of his normal size. He does one-and-a-half times his normal damage when he's that big. The implant starts to wear away at his power, so you want to use it quickly. There will be many other characters, including two females.

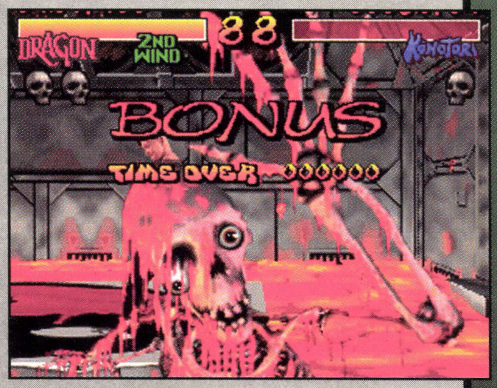
We should have between 14 and 16 backgrounds. In some of the backgrounds, there's a referee who's really the monk that's holding this tournament. In other levels, it's a dragon. Whoever's in the background throws bonus items into the air that drop from the top of the screen. They range from a point bonus and a health bonus to more interesting ones like invisibility and invincibility. We're also thinking of items that make the characters faster or slower, and a question mark that gives you any one of the power-ups.

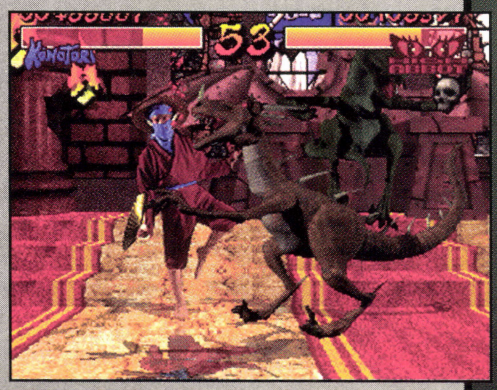
If you defeat another character and have a perfect round—you don't take any damage—you get a "2nd Wind" that stays with you as long as you play the same character or until you reach the last boss. When your energy goes below 20%, the 2nd Wind boosts it back up to 35%-40%.

Every character has two or three terminating moves, and every background has a background-specific termination. On the rooftop level, you can knock your opponent through the ceiling. On another level, you're fighting on a raft floating in a lava pit. You knock your opponent into the lava and he leaps out as a skeleton.

• *Jason on the future of Naughty Dog:* We're working on a game that is a big step forward in a new genre, as *WOTW* is a step forward for fighting games. Right now, [the genre] is selling like hotcakes on the PCs. We'll open eyes when we're done with it.







Way of the Warrior for the 3DO: "We're not competing with the home versions of *SFII* and *MK*, we're competing with coin-op fighting games."

the trick, according to my friend: First of all, you need the original *SFII* for the SNES. The difficulty must be set on Level 7. Choose any fighter of your choice. Defeat whoever it is you're up against with a perfect victory, then let her or him defeat you the same way. Next, defeat your opponent again with a flawless victory. If you've done this correctly, your fighter is supposed to take off her or his uniform. I don't know if I believe this. Is it true?

—Ryan "Video X" Butler
Tucson, AZ

That's some friend you've got there! We have to give you some credit, Ryan—at least you were suspicious enough to ask before you went through the trouble of trying out what happens to be yet another bogus fighting game code. Where does this stuff come from? The rule of thumb with all of these weird tricks is simple: If you haven't seen it with your own eyes, be very skeptical. Don't believe it when your cousin's friend's neighbor tells you he saw something as unlikely as one of the Street Fighter *characters taking off their clothes; man, that's something that Capcom, Midway or any other reputable game manufacturer is never going to include in a video game.*

I am writing to request information on the "Arcade upgrade card" for the PC Engine in Japan. I have seen this card advertised in ads for mail-order companies, but I haven't read anything about it in any of the video game magazines. What is it, and will it be released in the States?

—Robert Blews
Stuart, FL

The arcade card is a 16-megabit interface card for Super CD-ROM systems that allows PC Engine owners to enjoy new games like Fatal Fury 2 *and* Art of Fighting *on their CD systems. It's a safe bet that the card will not appear in this country—TTI has enough trouble keeping up with the installed base of Duo owners already—so you might consider purchasing a PC Engine-to-TurboGrafx adapter which would allow you to play these high-powered games on your TurboGrafx-16 or Duo set-up.*

TOP 10!

DELUXE COIN-OP

1. *Ridge Racer* by Namco
2. *Suzuka 8 Hours 2* by Namco
3. *Cybersled* by Namco
4. *Virtua Racing* by Sega
5. *Suzuka 8 Hours* by Namco
6. *Crime Patrol* by ALG
7. *Stadium Cross* by Sega
8. *Outrunners* by Sega
9. *Drug Wars* by ALG
10. *Lucky & Wild* by Namco

COIN-OP SOFTWARE

1. *Raiden II* by Fabtek
2. *Samurai Shodown* by SNK
3. *Gal's Panic 2* by Kaneko
4. *Super Street Fighter II* by Capcom
5. *Neck N' Neck* by Bundra
6. *World Rally* by Atari
7. *Street Fighter II Turbo Champion Edition* by Capcom
8. *Art of Fighting 2* by SNK
9. *Fatal Fury Special* by SNK
10. *Irem Skins* by Irem

VG NEWSNET
NEWS YOU CAN TRUST!

MIDWAY MAKES WAVES

For the past year, the industry has been buzzing with rumors about the likelihood of WMS Industries, Inc. becoming a marketer and distributor of home video games. The parent company of Midway (*Mortal Kombat*, *NBA JAM*, etc.) had seen most of its titles released for home systems by Acclaim under a right-of-first-refusal agreement that is set to expire in early 1995.

Things finally came to a head in April when WMS announced the acquisition of Tradewest, Inc. (of *Battletoads* and *Double Dragon* fame.) As one of the scant few privately-held U.S. companies with licenses to release games on Nintendo, Sega, Atari and 3DO platforms, Tradewest provides WMS with an established home video game development group, a worldwide distribution network and the aforementioned licenses. As part of the acquisition, WMS has formed a new home video game subsidiary under the name Williams Entertainment Inc.

What does this mean for fans of *Mortal Kombat II* and *NBA JAM: Tournament Edition*? It would appear that both of these titles fall under the Acclaim agreement, as does the recently-released *Revolution-X* coin-op shooter. (Our sources tell us that the developers of Acclaim's home versions of *MKII* are the same as those assigned to the home versions of the original *MK*—Probe Software Ltd. for the Genesis, Sega CD, Game Gear and Game Boy, and Sculptured Software for the Super NES—and that they're looking good. Rumor has it that the Super NES version will include red blood and real arcade fatalities, per a special agreement with Nintendo.)

Don't expect many new coin-ops from Williams/Bally/Midway until the Acclaim agreement expires, as future titles will be released for the home systems through Williams Entertainment Inc./Tradewest. The lone exception could be the World Wrestling Federation game that's currently being developed by Mark Turmell and the NBA JAM team. Since Acclaim owns the rights to WWF properties for all interactive entertainment media, Williams had to license the rights to use the WWF name and characters from Acclaim, which holds those rights through the year 2000. Featuring huge digitized WWF wrestlers (in all-original footage shot in the Williams studios in Chicago), the game is due in arcades this fall.

In a related story, WMS Industries and Nintendo of America have formed a joint venture company called Williams/Nintendo Inc. to market 64-bit video games exclusively for Nintendo's upcoming Project Reality home system. Unter the terms of the agreement, Nintendo has granted WMS a long-term, worldwide license to create and distribute arcade video games using the Project Reality hardware now being developed for Nintendo by Silicon Graphics Inc.

What this means is that the home rights to any new arcade games developed by Williams using the Project Reality hardware will automatically become the property of Nintendo, which will market the games exclusively for Project Reality, Super NES and other Nintendo platforms. What if Midway decides to use Project Reality hardware for *Mortal Kombat IV*, for example? The game will not appear on any Sega, Atari or 3DO platform, that's what.

Meanwhile, the first video game to demonstrate the 64-bit Project Reality technology will be *Killer Instinct*, a "futuristic 3-D fighting game" currently being developed by Rare Ltd. (In a separate announcement, Nintendo also signed an exclusive development agreement with Rare, best known as the developer of Tradewest's aforementioned *Battletoads* games as well as a string of popular NES titles.) The arcade version of *Killer Instinct*—which we'll see at the Summer Consumer Electronics Show in Chicago in June—will be distributed by WMS in late 1994 and is expected to be one of the first titles released by Nintendo for the Project Reality home system in the fall of 1995.

IN SEGA SATURN NEWS

A little (and generously bribed) bird at Sega reports that NovaLogic, the developers of the butt-kicking PC helicopter sim *Comanche Maximum Overkill*, are in the early stages of programming a 'copter game for the Sega Saturn. Meanwhile, a different bird told us a little bit about Sega's top-secret *Star Wars* game—not the upcoming 32-bit coin-op project (which our more worldly readers may have spotted in spy photos in some of the European video game magazines.) The other one is being developed in-house for the 32X/Mars platform and probably the Saturn; it'll have lots of first person scenarios as well as a *Cybermorph*-style opening stage where you ride through the forests of Endor on a speeder bike.

ATTENTION, *LUNAR* PLAYERS

Does your Sega CD occasionally lock up at the end of a long battle in *Lunar: The Silver Star*? According to Working Designs, there's a hardware bug in roughly 5% of the Sega CD2 systems on the market that causes this very annoying problem. The highly amusing solution: Tap the side of the CD compartment to jolt the system out of its bug-induced coma.

CD-i ONLY $299

Philips will be introducing a new version of its CD-i player soon for the affordable price of only $299. This new unit will be fully equipped to take on all the tasks needed for the new information superhighway. Could this be in reaction to 3DO's new (still too high) price of $499?

See you next month!

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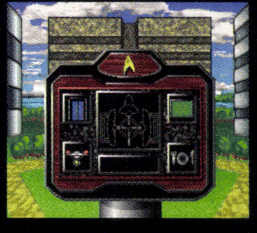

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The Jaguar 64-Bit System.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your way out. Not to mention the 17- button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.

"Game of the Month"
– Diehard Game Fan

The Galactic War Has Begun.

Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

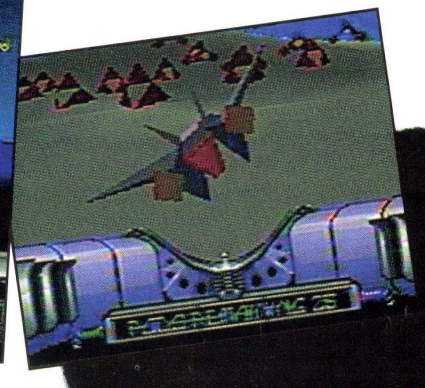
Fire Good. Losing Bad.

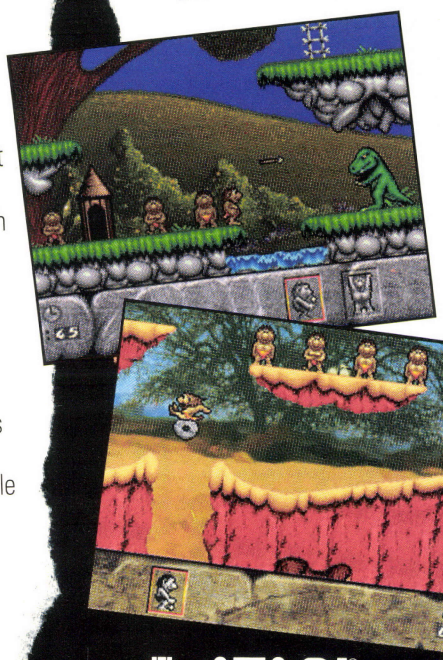
EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.





ATARI®
MADE IN THE USA

For game tips and hints, call 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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"Perfect"
–Electronic Gaming Monthly

MILITANT ALIENS.

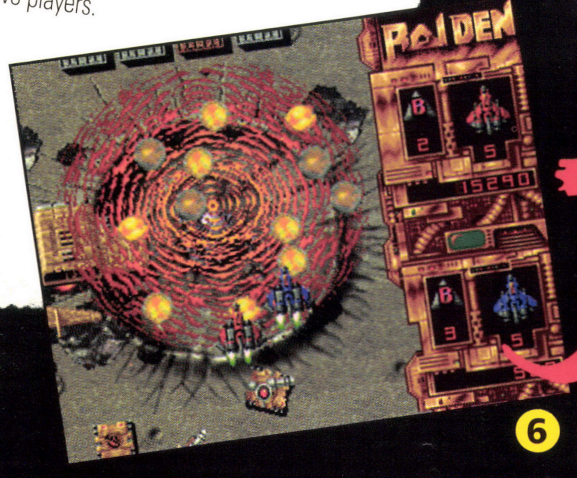
You can't live with 'em.
You can't play without 'em.

RAIDEN®

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.



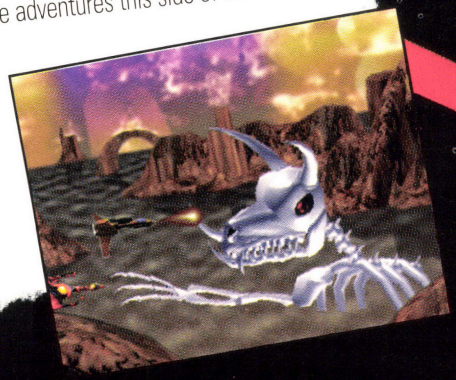
THE NAME IS MCFUR. TREVOR MCFUR.

TREVOR MCFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR™

6 4 - B I T GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #108 ON READER SERVICE CARD.

TIPS & TRICKS

BY NIKOS CONSTANT AND ZACH MESTON

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at *VideoGames*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you one of these cool new controllers for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!

Level Skip!

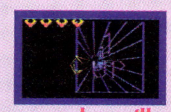
JAGUAR

Getting through *Tempest 2000's* 100 levels can be a big old pain in the kiester without the *VideoGames* strategy guide on page 50. If you're too lazy to read it...well, you can always try our super-duper level-skip cheat! This trick works in all of the solo *Tempest* modes: *Traditional Tempest*, *Tempest Plus* and *Tempest 2000*. At the Game Selection menu, choose which version of the game you want to play by placing the cursor next to the correct option. Start the game by holding down **1**, **4**, **7** and * on the numeric keypad and pressing **A**. If you've done it right, you will hear a slowed down version of the "Excellent" menu prompt. Once the code is in place, you can skip a level at any time during the game simply by pressing the **OPTION** button!

Hold 1+4+7+* on the numeric keypad and press A.

Now start playing the game.

When you want to warp, hit OPTION....



...and you'll find yourself at the next level!

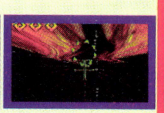
Bonus Stage Warp!

To warp directly to the surreal bonus stages in *Tempest 2000*, you must choose the *Tempest 2000* mode at the Game Selection menu and enable the cheat as described above. Start the game with the cheat in place as before, but before you press **OPTION**, hit the **3** and **6** keys simultaneously on the numeric keypad. (You can also do this trick with the **6** and **9** buttons if you're into that sort of thing.) If you've done this correctly, the words "Warp Enabled" will appear on the screen. Now press **OPTION** and you will warp to the next between-round bonus level! This trick can be repeated throughout the game, but it only works while you're playing in the *Tempest 2000* mode.

Hold 1+4+7+* on the numeric keypad and press A.

During the game, press 3+6 (or 6+9) simultaneously.

Now hit the OPTION button and you'll warp to....



Tempest 2000's wacko bonus levels!

HINT HOTLINES!

Are you *still* having trouble with your favorite game? Well, *VideoGames* doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc.
(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.
(415) 591-PLAY
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply.
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seismic's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(900) 737-ATARI
HOURS: 24 hours a day, seven days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.
(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts
(900) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

Phillips CD-i
(800) 762-0248
HOURS: Monday through Friday-5 a.m. to 6 p.m. (Pacific Standard Time)
COST: Toll free, but you must register using the serial number on the back of your CD-i machine.
TIPS: Any CD-i questions you may have including game hints, hardware questions and any other CD-i software info.

U.S. Gold (*Flashback* Gameline)
(900) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

Data East
(900) 4545-HELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles, including *Side Pocket* and *High Seas Havoc*.

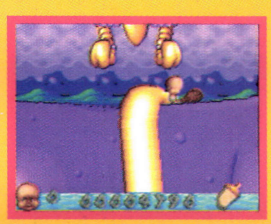
GENESIS

Level and Zone Skip!

Having a bit of trouble with Virgin's *Chuck Rock II: Son of Chuck*? Wanna cheat? You know you do! Press **START** to pause the game, then press **B**, **A**, **Right**, **A**, **C**, **Up**, **Down**, and **A**. The game will restart by itself. Pause the game again and hold **A** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone! If you want to go backwards, hold **A** and **Left** or **A** and **Down** to see where you've been.

Press **B, A, Right, A, C, Up, Down, A** while paused.

Pause again and hold **A** and **Right** to advance a level....



...or pause and hold **A** and **Up** to skip the entire zone!

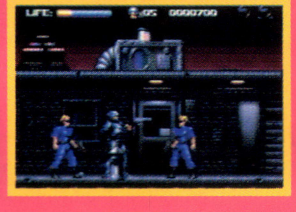
MA-17 Code!

ROBOCOP VERSUS TERMINATOR

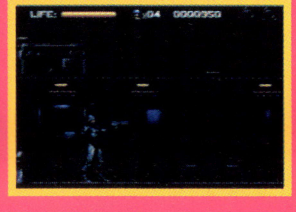
GENESIS

Virgin's original Genesis version of *Robocop Versus The Terminator* wasn't approved by Sega because of its explicit subject matter (Lots o' screaming!). Fortunately, we've found a way to restore the 'uncensored' version to your TV screen. Check out this spicy code and find a whole new world of gore and carnage:

Pause the game and press **C**, **B**, **A**, **B**, **B**, **A**, **B**, **B**, **C**, **B**, **B**, **C**, **C**, **B**, **B**, **C**, **B**, **C**, **A**, **C**, **C**, **A**, **A**, **A**, **B**, **B**, **B**, **A**, **C**, **A**. You'll hear a sample of music from the game if you did it correctly. The MA-17 version has added enemies, deaths, and destruction.



During the MA-13 game, all of the enemies are male.



To change things, press **C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A** while paused.

Now the game includes lady killers...

...skeletons afire...

...and a new "Game Over" message.

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

Codes

For use with Datel's Pro Action Replay Game Busting Cartridges

ETERNAL CHAMPIONS

(Sega for the Genesis)

FFABE-F0068—Infinite energy, Player 1

FFAAB-B0068—Infinite energy, Player 2

GREATEST HEAVYWEIGHTS

(Sega for the Genesis)

FFF1A-0000D—Infinite power

FFF1A-2000D—Infinite speed

FFF1A-4000D—Infinite stamina

FFF1A-6000D—240 Million dollars after you win 1 fight

(Note: The above four codes only work in the "Career" mode.)

FFF00-00000—Always win

ROBOCOP 3

(Ocean for the Super NES)

7E18-4891—Unlimited ammunition (any type of weapon)

7E03-0C55—Stops the timer

7E04-6F0X—Weapon select (**1:** Basic weapon plus 3-shot, **2:** As before with laser, **3:** As before plus Flame Thrower, **4:** As before with heavy grenades)

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

(Konami for the Super NES)

7E1A-C460—Use with code below for infinite magic

7E1A-C060—Use with above code

7E0E-E210—One punch and you stun Player 1

TIPS & TRICKS

99 Credits!

Courtesy of Sony Imagesoft, here are some great cheats for the Sega CD version of *Cliffhanger*. To get 99 credits, use **Controller 2** and press **Left, Right, START, C, A** at the title screen. If you've done it right, a tone will sound and the words "99 Continues" will appear in the top left corner of the screen.

Press Left, Right, START, C and A on Controller 2.

The words "99 Continues" appear in the corner of the screen.

Time Trial Snowboarding!

Enjoy the thrill of the mountain with *Cliffhanger*'s special scaling snowboarding levels. Try to beat the clock as you acid-drop down the treacherous snowboard course. Use **Controller 2** at the title screen and press **C, B, A, Up, Down, Left, Right,** and **START**. You'll hear a tone and the word "Special" will appear on the screen option menu. Select this option, and you can choose from a menu of eight different time trial courses.

Press C, B, A, Up, Down, Left, Right, and START on Controller 2.

The item "Special" appears in the screen option menu.

You'll get a list of eight different time trial tracks.

Pick a track and you'll see the Best 5 lap and course times.

Start the race and time yourself with the built-in stop watch!

Snowboard Sequences Only!

If you just want to race through *Cliffhanger*'s avalanche racing snowboard levels, then use **Controller 2** at the title screen and press **A, B, C, Down, Up.** A tone will sound (again!) and the word "Snowboarding" will appear in the upper left corner of the title screen. Now when you start the game, you will go directly to the first snowboard level.

Press A, B, C, Down, Up on Controller 2.

The word "Snowboarding" appears in the corner of the screen.

Commit sure-fire video game suicide by racing against an avalanche!

Level Skip!

Having a little trouble with a level, or do you just want to check out some of *Cliffhanger*'s full motion video? Just hit **START, C, B, A, Right, Left, Right, Left** on **Controller 2** at the game's title screen. The words "Level Skip" will miraculously appear in the upper left corner of the screen. Start the game as you would normally and when you feel like jumping ahead, press **START** to pause the game and press **C** to skip to the next level.

Press START, C, B, A, Right, Left, Right, Left on Controller 2.

The words "Level Skip" appear on the title screen.

To activate the cheat, Pause the game and press C....

...to get transported to the next level.

TIPS & TRICKS

Look Your Enemy Straight In His Eye

The Pirates of Dark Water™

Created by David Kirschner

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

Hanna-Barbera

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

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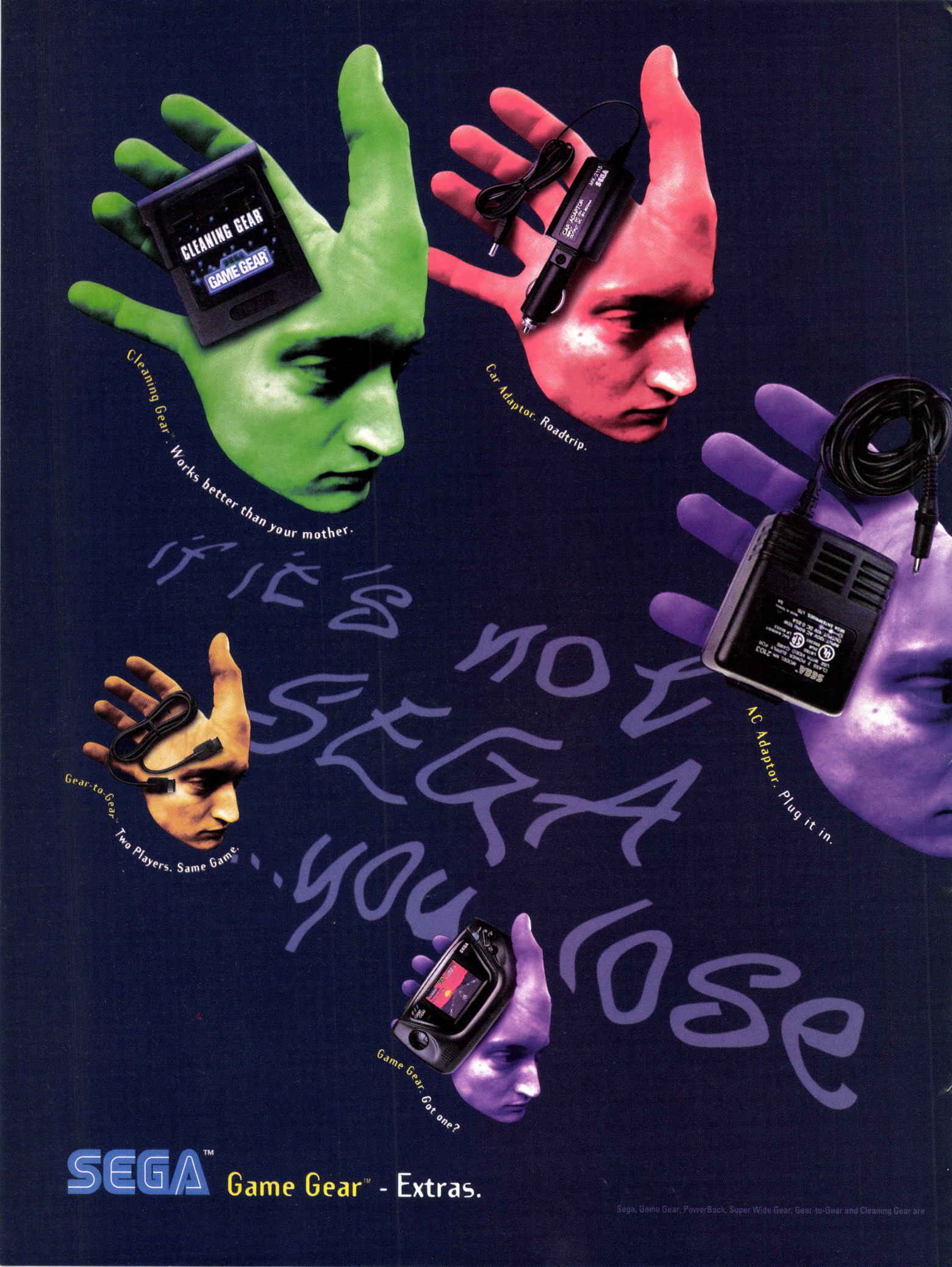
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Car Adaptor. Roadtrip.
AC Adaptor. Plug it in.
Gear-to-Gear. Two Players. Same Game.
Game Gear. Got one?
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SEGA™ Game Gear™ - Extras.
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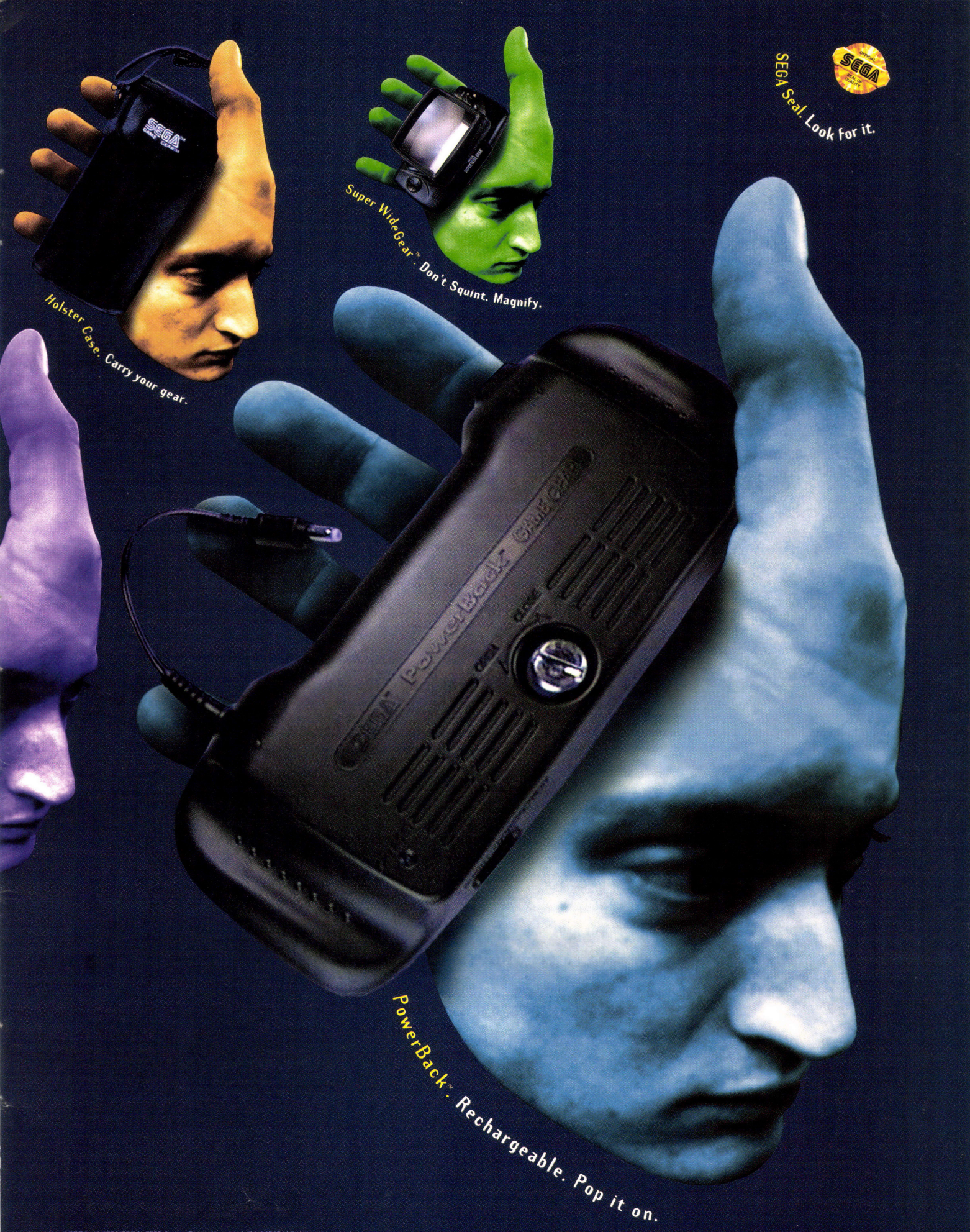

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CIRCLE #110 ON READER SERVICE CARD.

KILLER KOMBOS

In every issue of *VideoGames*, we'll feature our readers' best fighting-game combination attacks in *Killer Kombos*; the two top combos every month will each win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!

CLAY FIGHTER (INTERPLAY)

45% DAMAGE

This crucial combo was sent in by Herbie Dela Cruz from Milpitas, California. For his booty kicking Bonker stomp, we're sending him a set of Super NES Dual Turbo wireless controllers.

SNES

Jump towards your opponent as if you'll land right on top of him. As you're coming down, hit your opponent with a quick punch on the top of his head so that you end up landing right next to him. Push **Down** and quick kick, then immediately push **Up** to do a giggle dive. You don't need to push a button unless your timing is off, but it's safer if you hit **X**. This move should hit once on the way up and once on the way down. Charge back immediately after you've pushed **Up** on the giggle dive. Land the giggle dive and hit high punch. Complete the combo by pressing **Right** to do a Cutting Cartwheel. Again, you don't need to push a button but it's better to press **L**.

Press ↗ to jump

Y on the way down

Hold ↓ and hit with B

Do a giggle dive by pushing ↑ and X. Start charging ←

After landing hit X (keep charging ←)

Finish it all off by pushing → and L for the Cutting Cartwheel.

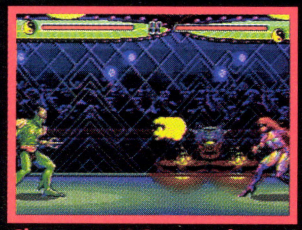
ETERNAL CHAMPIONS (SEGA)

80% DAMAGE

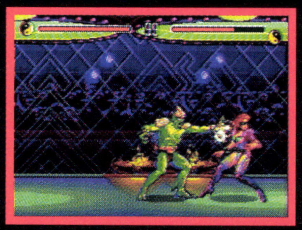
Mike Uy from Somers Point, New Jersey sent in a devastating combo for Trident. He'll be picking up a pair of Acclaim's Dual Turbo controllers for the Genesis.

GENESIS

First, throw a plasma bolt. Then get close enough to your opponent to use the spinning trident. This will make your opponent dizzy. Wait until you have enough inner strength to use the spinning trident again which will cause a re-dizzy. Complete the combo by throwing your enemy. If the guy's not dead by now, he soon will be.

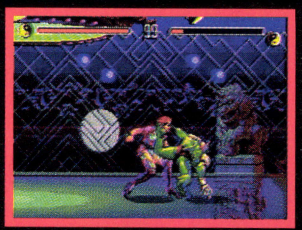


Charge ← (1/2 second), →+Z



X+Y+Z

X+Y+Z



→+Z

Ground Zero Mini-Strategy

Here are some really basic hints to get you through the wacky full-motion kill-a-thon *Ground Zero Texas*. This isn't ground-breaking stuff, but hey! We got it directly from Sony Imagesoft!

If you're fighting in one part of town and another section starts flashing, put up your BattleCam shield and jump to the next section to see what's up. If a non-interactive video sequence is playing, press A and START at the same time to skip it.

Check yourself before you wreck yourself! Always put up the BattleCam shield when you bail to another part of town. If you're at a BattleCam where Reticulans are attacking, you'll hear ominous music playing in the background. When the music stops playing, you've defeated all of the Reticulans and you can safely switch to another BattleCam.

It's crucial to protect your agents in Level 1, because they provide you with code numbers that you need at the end of Level 2. After you rescue an agent, he inspects the Reticulan you shot and reads off one of the four pendant codes. You do NOT need to be watching the agent when he reads off the code, so switch to another BattleCam if something else is happening. You also don't need to rescue all four agents, because you can easily guess one or two of the access code numbers. Just expect to play through Level 2 a few times until you guess the right numbers!

Use a turbo controller to stun enemies with rapid-fire heat blasts.

At the end of the game, you have to destroy the alien mothership by shooting its engine one to five times. Just aim at the flashing red dot in the center of the ship (the gunsight turns red when you're on the right spot) and fire away. Obviously, if you're slow on the draw, you're toast.

Cheat Passwords!

These top-secret passwords will make EA's first Super NES baseball game an interesting—if surreal—experience. To enter them, choose "Restore Season" from the "Game Select" menu, then enter each password as shown. A message will appear at the top of the screen to indicate that the code is in place. You can combine power-ups by entering the codes one at a time, or deactivate a particular power-up by entering the same password a second time.

Enter the password "PWRP."

This activates "Power Pitching."

All pitchers can now throw up to 40 MPH faster!

Enter the password "PWRHT."

This activates "Power Hitting."

All batters have maximum power on every swing!

Enter the password "ZZNG."

You've activated "Turbo Throwing."

This doubles the throwing speed of fielders.

Enter the password "VRRRM."

This activates "Hyper Running."

The running speed of all players is doubled.

Enter the password "RBBR."

This changes to a "Rubber Field."

Balls bounce higher—lots of ground rule doubles!

Enter the password "BRRR."

Play on an "Ice Field."

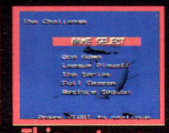
It doesn't look like ice, but the ball will roll forever.

Enter the password "XXXX."

You're in "Simulation Mode."

Now the computer is tougher to beat.

Enter the password "NNTH."



This puts you in "The Challenge."

Start in the bottom of the ninth with the home team down 4-0!

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

MEGA MAN X

(Capcom for the Super NES)

C2B9-1FF7—Infinite Energy
23BD-3F07—Start with all weapons and most bosses defeated
DDB1-4F61—Weapon charges to first power level faster

TOP GEAR 2

(Kemco for the Super NES)

C267-CD07—Infinite nitros (Player 1)
7430-398E—1st place gives $50K instead of $10K
DFC8-495E—4th front armor costs $1K instead of $20K

SONIC THE HEDGEHOG 3

(Sega for the Genesis)

HCGT-DAZY—Get 8 extra lives for 100 rings (100th must be a single ring)
986A-CAB6—Invincibility lasts almost twice as long
ATST-CA38—Never drown

DISNEY'S THE LITTLE MERMAID

(Capcom for the Game Boy)

C98-22E-3BE—Infinite energy
00C-79F-3BE—Infinite lives
058-07F-195—Start on Level 5

TIPS & TRICKS

Negotiate every mile of Mario's career, from the slide turns in a sprint car, through the drafting in a stock car, to the precise handling of Indy car racing. Without so much as smelling a fume.

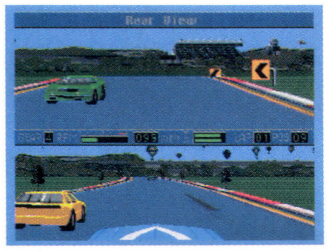
Mario Andretti was recently named Driver of the Quarter Century. Now you can mirror the legend's career and take Driver's Ed from the man himself.

FOLLOW IN
TIRE

(YOUR CHOICE OF SPRINT,

Right out of the box, use the rookie setting. Work your way up through sprint and stock to the big bucks in Indy cars. Just like Mario.

EA SPORTS, the EA SPORTS logo, "If it's in the game, it's in the game." and Mario Andretti Racing are trademarks of Electronic Arts. "Arrivederci Mario" used courtesy of Arrivederci, Inc. and Mario Andretti. The Videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of America.



Mario Andretti has always pushed technology to the limit. Mario Andretti Racing is no exception. Nobody else gives you 3 kinds of racing. 15 different racetracks and no loss of speed when you're one-on-one against an opponent.

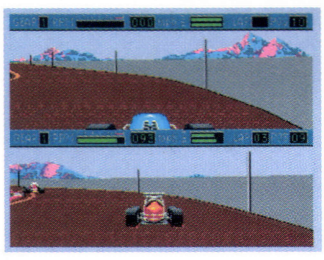
ANDRETTI'S TRACKS.

STOCK OR INDY TREAD)

It's Mario's retirement year. He's the only driver in history to win in five different decades. From the 1950s into the 1990s, if it's in Mario Andretti's career, it's in Mario Andretti Racing.

EA SPORTS™

IF IT'S IN THE GAME
IT'S IN THE GAME™



Andretti likes to see everything on a track. No wonder his game has more views than anybody else's: nose cam, chase car cam, overhead map, rear, competitor and full or split screen. Oh yeah, and instant replay anytime you want.

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CIRCLE #111 ON READER SERVICE CARD.

NBA JAM
GENESIS

Special Guest Players!

As in the original arcade game, the Genesis version of *NBA JAM* includes hidden "special guest" players which can be accessed by entering special sets of initials. When the game asks you if you want to "Enter Initials For Record Keeping," choose "YES" and follow the specific instructions for each player listed below.

Mark Turmell: The main designer and programmer of Midway's *NBA JAM* coin-op. Enter the initials **MJT** as follows: Input M and J, then highlight T, hold the **START** button down and press the **A** button to complete the code.

Sal DiVita: Artist DiVita also worked on Midway's *NBA JAM* coin-op. Enter the initials **SAL** as follows: Input S and A, then highlight L, hold the **START** button down and press the **C** button to complete the code.

Jamie Rivett: Another programmer who contributed to the coin-op *NBA JAM*. Enter the initials **RJR** as follows: Input R and J, then highlight R, hold the **START** button down and press the **B** button to complete the code.

Bill Clinton: The President of the United States of America. Enter the initials **ARK** as follows: Input A and R, then highlight K, hold the **START** button down and press the **A** button to complete the code.

Al Gore: The Vice President of the United States of America. Enter the initials **NET** as follows: Input N and E, then highlight T, hold the **START** button down and press the **B** button to complete the code.

Dan "Weasel" Feinstein: Executive Producer of Acclaim's home versions of *NBA JAM*. Enter the initials **SAX** as follows: Input S and A, then highlight X, hold the **START** button down and press the **C** button to complete the code.

Asif "Chow-Chow" Chaudhri: Associate Producer of *NBA JAM* for Acclaim. Enter the initials **CAR** as follows: Input C and A, then highlight R, hold the **START** button down and press the **C** button to complete the code.

Tom "Scruff" Rademacher: An analyst/tester for Acclaim's *NBA JAM*. Enter the initials **ROD** as follows: Input R and O, then highlight D, hold the **START** button down and press the **B** button to complete the code.

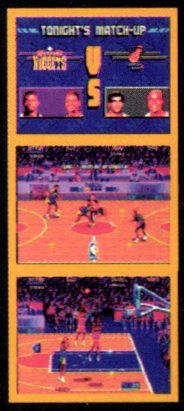
Eric "Kabuki" Kuby: An analyst/tester for Acclaim's *NBA JAM*. Enter the initials **QB■** as follows: Input Q and B, then highlight "■" (the space character), hold the **START** button down and press the **A** button to complete the code.

Eric "Air Dog" Samulski: The son of Paul Samulski, Acclaim's VP of product development. Enter the initials **AIR** as follows: Input A and I, then highlight R, hold the **START** button down and press the **A** button to complete the code.

Warren Moon: Starting quarterback for the NFL's Houston Oilers. Enter the initials **UW■** as follows: Input U and W, then highlight "■" (the space character), hold the **START** button down and press the **A** button to complete the code.

George "P-Funk" Clinton: The "Godfather of Funk"; leader of the legendary funk band(s) Parliament/Funkadelic. Enter the initials **DIS** as follows: Input D and I, then highlight S, hold the **START** button down and press the **C** button to complete the code.

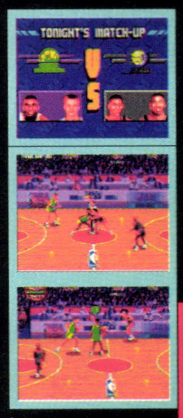
Secret Power-Ups!



The following cheats—when performed at the pre-game screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects. Please note: When the following instructions tell you to "rotate the directional pad 360°," it doesn't hurt to spin the pad more than once just to make sure that all of the compass points have been registered.

Shot Percentage: At the match-up screen, press the **A** button, then press and hold **A**, **B** and **Down** on the D-pad until the tip-off. This will activate a shot percentage indicator which will appear on the screen whenever you or your opponent takes a shot (other than a dunk.) The percentage indicates the likelihood that the shot will go in; use this as a tool to find out where your player's "hot spots" are on the floor.

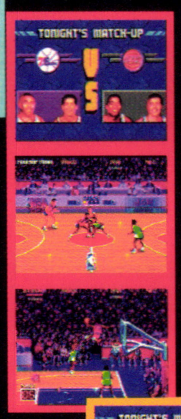
"Juice Mode": At the match-up screen, press the **A** button 13 times, then press and hold **B** and **C** until the tip-off. This makes the game much faster; it's also the default setting for any game you play after defeating all 27 teams to become the Grand Champion. Note: Once you've activated "Juice Mode," there doesn't seem to be a way to disable it again without switching off the Genesis.



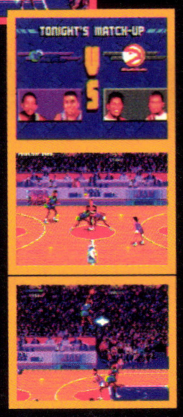
Power-Up Intercept: At the match-up screen, rotate the directional pad 360° and press the **B** button 14 times. This makes your player better at intercepting passes between your opponents.

Power-Up Defense: At the match-up screen, press the **A** button five times. This will allow you to goaltend without being called for it.

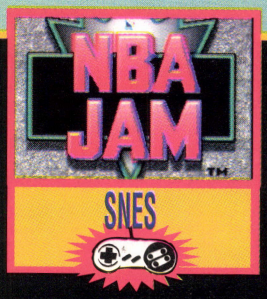
Power-Up Turbo: At the match-up screen, press the **A** button 13 times, then press and hold **A**, **B** and **C** until the tip-off. This gives your player unlimited "turbo" power.



Power-Up Fire: At the match-up screen, press the **B** button seven times, then press and hold **B**, **C** and **Up** on the D-pad until the tip-off. This sets your player "on fire," which ordinarily happens during the game if you score three times without your opponent scoring during that stretch. You'll have unlimited "turbo" power, you can goaltend without being called for it and almost any shot you make from within the half-court line (without an opponent in your face) should have better than a 90% chance of going in. Unlike being "on fire" in a normal game, this cheat will not wear off when your opponent scores!



Power-Up Dunks: At the match-up screen, rotate the directional pad 360° and press the **B** button 13 times. This will allow you to dunk from as far away as the half-court line!



Special Guest Players!

Yes, the Super NES version of *NBA JAM* includes hidden "special guest" players, too; as on the Genesis, they can be accessed by entering special sets of initials. When the game asks you if you want to "Enter Initials For Record Keeping," choose "YES" and follow the specific instructions for each player listed below.

Mark Turmell: The main designer and programmer of Midway's *NBA JAM* coin-op. Enter the initials **MJT** as follows: Input M and J, then highlight T, hold the **START** and **R** buttons down and press the **A** button to complete the code.

Sal DiVita: Artist DiVita also worked on Midway's *NBA JAM* coin-op. Enter the initials **SAL** as follows: Input S and A, then highlight L, hold the **L** and **R** buttons down and press the **X** button to complete the code.

Jamie Rivett: Another programmer who contributed to the coin-op *NBA JAM*. Enter the initials **RJR** as follows: Input R and J, then highlight R, hold the **START** and **R** buttons down and press the **X** button to complete the code.

Bill Clinton: The President of the United States of America. Enter the initials **ARK** as follows: Input A and R, then highlight K, hold the **START** and **L** buttons down and press the **X** button to complete the code.

Al Gore: The Vice President of the United States of America. Enter the initials **NET** as follows: Input N and E, then highlight T, hold the **L** and **R** buttons down and press the **A** button to complete the code.

Dan "Weasel" Feinstein: Executive Producer of Acclaim's home versions of *NBA JAM*. Enter the initials **SAX** as follows: Input S and A, then highlight X, hold the **L** and **R** buttons down and press the **X** button to complete the code.

Asif "Chow-Chow" Chaudhri: Associate Producer of *NBA JAM* for Acclaim. Enter the initials **CAR** as follows: Input C and A, then highlight R, hold the **L** and **R** buttons down and press the **X** button to complete the code.

Tom "Scruff" Rademacher: An analyst/tester for Acclaim's *NBA JAM*. Enter the initials **ROD** as follows: Input R and O, then highlight D, hold the **START** and **R** buttons down and press the **X** button to complete the code.

Eric "Kabuki" Kuby: An analyst/tester for Acclaim's *NBA JAM*. Enter the initials **QB■** as follows: Input Q and B, then highlight "■" (the space character), hold the **START** and **L** buttons down and press the **X** button to complete the code.

Eric "Air Dog" Samulski: The son of Paul Samulski, Acclaim's VP of product development. Enter the initials **AIR** as follows: Input A and I, then highlight R, hold the **START** and **L** buttons down and press the **X** button to complete the code.

Warren Moon: Starting quarterback for the NFL's Houston Oilers. Enter the initials **UW■** as follows: Input U and W, then highlight "■" (the space character), hold the **START** and **R** buttons down and press the **A** button to complete the code.

George "P-Funk" Clinton: The "Godfather of Funk"; leader of the legendary funk band(s) Parliament/Funkadelic. Enter the initials DIS as follows: Input D and I, then highlight S, hold the **START** and **L** buttons down and press the **A** button to complete the code.

Secret Power-Ups!

The following cheats—when performed at the pre-game screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects. Please note: When the instructions tell you to "rotate the directional pad 360°," it doesn't hurt to spin the pad more than once just to make sure that all of the compass points have been registered.

Shot Percentage: At the match-up screen, press the **A** button, then press and hold **A**, **B** and **Down** on the D-pad until the tip-off. This will activate a shot percentage indicator which will appear on the screen whenever you or your opponent takes a shot (other than a dunk.) The percentage indicates the likelihood that the shot will go in; use this as a tool to find out where your player's "hot spots" are on the floor.

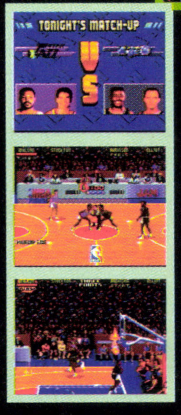
"Juice Mode": At the match-up screen, press the **A** button 13 times, then press and hold **B** and **X** until the tip-off. This makes the game much faster; it's also the default setting for any game you play after defeating all 27 teams to become the Grand Champion. Note: Once you've activated "Juice Mode," there doesn't seem to be a way to disable it again without switching off the Super NES.

Power-Up Intercept: At the match-up screen, rotate the directional pad 360° and press the **B** button 15 times. This makes your player better at intercepting passes between your opponents.

Power-Up Defense: At the match-up screen, press the **A** button four times, then press it again and hold it down until the tip-off. This will allow you to goaltend without being called for it.

Power-Up Turbo: At the match-up screen, press the **A** button 13 times, then press and hold **A**, **B** and **Y** until the tip-off. This gives your player unlimited "turbo" power.

Power-Up Fire: At the match-up screen, press the **B** button seven times, then press and hold **B**, **Y** and **Up** on the D-pad until the tip-off. This sets your player "on fire," which ordinarily happens during the game if you score three times without your opponent scoring during that stretch. You'll have unlimited "turbo" power, you can goaltend without being called for it and almost any shot you make from within the half-court line (without an opponent in your face) should have better than a 90% chance of going in. Unlike being "on fire" in a normal game, this cheat will not wear off when your opponent scores!



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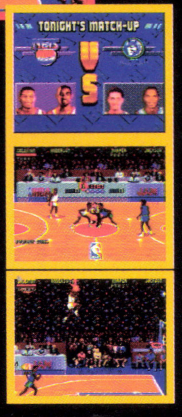


NBA JAM
GAME GEAR

Special Guest Players!

Incredibly, the four-megabit Game Gear version of *NBA JAM* includes the same hidden "special guest" players as the 16-bit editions. When the game asks you if you want to "Enter Initials For Record Keeping," choose "YES" and follow the specific instructions for each player listed below.

Mark Turmell: The main designer and programmer of Midway's *NBA JAM* coin-op. Enter the initials **MJT** as follows: Input M and J, then highlight "■" (the space character), press and hold **Up** on the D-pad (which will highlight the T), also hold the **START** and **2** buttons down and press the **1** button to complete the code.

Sal DiVita: Artist DiVita also worked on Midway's *NBA JAM* coin-op. Enter the initials **SAL** as follows: Input S and A, then highlight M, press and hold **Left** on the D-pad (which will highlight the L) and press the **1** button to complete the code.

Jamie Rivett: Another programmer who contributed to the coin-op *NBA JAM*. Enter the initials **RJR** as follows: Input R and J, then highlight Y, press and hold **Up** on the D-pad (which will highlight the R) and press the **1** button to complete the code.

Bill Clinton: The President of the United States of America. Enter the initials **ARK** as follows: Input A and R, then highlight R, press and hold **Up** on the D-pad (which will highlight the K), also hold the **2** button down and press the **1** button to complete the code.

Al Gore: The Vice President of the United States of America. Enter the initials **NET** as follows: Input N and E, then highlight M, press and hold **Down** on the D-pad (which will highlight the T), also hold the **2** button down and press the **1** button to complete the code.

Dan "Weasel" Feinstein: Executive Producer of Acclaim's home versions of *NBA JAM*. Enter the initials **SAX** as follows: Input S and A, then highlight Y, press and hold **Left** on the D-pad (which will highlight the X) and press the **1** button to complete the code.

Asif "Chow-Chow" Chauhdri: Associate Producer of *NBA JAM* for Acclaim. Enter the initials **CAR** as follows: Input C and A, then highlight S, press and hold **Left** on the D-pad (which will highlight the R), also hold the **2** button down and press the **1** button to complete the code.

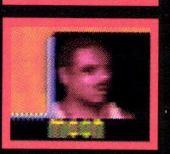
Tom "Scruff" Rademacher: An analyst/tester for Acclaim's *NBA JAM*. Enter the initials **ROD** as follows: Input R and O, then highlight K, press and hold **Up** on the D-pad (which will highlight the D) and press the **1** button to complete the code.

Eric "Kabuki" Kuby: An analyst/tester for Acclaim's *NBA JAM*. Enter the initials **QB■** as follows: Input Q and B, then highlight T, press and hold **Down** on the D-pad (which will highlight the space character) and press the **1** button to complete the code.

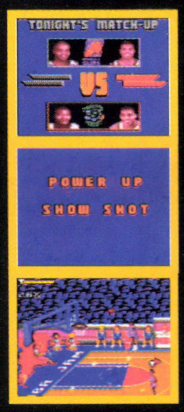
Eric "Air Dog" Samulski: "Hey, dad...put me in *NBA JAM!*" Enter the initials **AIR** as follows: Input A and I, then highlight Y, press and hold **Up** on the D-pad (which will highlight the R), also hold the **2** button down and press the **1** button to complete the code.

Warren Moon: Starting quarterback for the NFL's Houston Oilers. Enter the initials **UW■** as follows: Input U and W, then highlight F, press and hold **Up** on the D-pad (which will highlight the space character), also hold the **START** button down and press the **1** button to complete the code.

George "P-Funk" Clinton: The "Godfather of Funk"; leader of the legendary funk band(s) Parliament/Funkadelic. Enter the initials **DIS** as follows: Input D and I, then highlight R, press and hold **Right** on the D-pad (which will highlight the S), also hold the **2** button down and press the **1** button to complete the code.



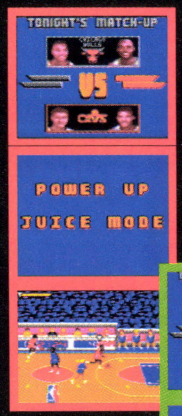
Secret Power-Ups!

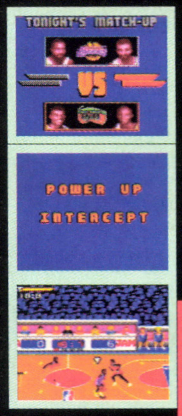


The following cheats—when performed at the pre-game screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects. Please note: When the instructions tell you to "rotate the directional pad 360°," it doesn't hurt to spin the pad more than once just to make sure that all of the compass points have been registered.

Shot Percentage: At the match-up screen, press the **2** button, then press and hold **2** and **Down** on the D-pad until the tip-off. This will activate a shot percentage indicator which will appear on the screen whenever you or your opponent takes a shot (other than a dunk.) The percentage indicates the likelihood that the shot will go in; use this as a tool to find out where your player's "hot spots" are on the floor.

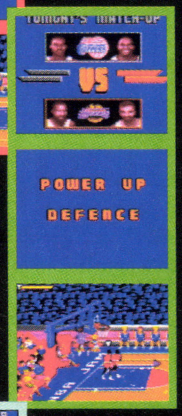
"Juice Mode": At the match-up screen, press the **1** button 13 times, then press and hold **1** and **2** until the tip-off. This makes the game faster; it's also the default setting for any game you play after defeating all 27 teams to become the Grand Champion. Note: Once you've activated "Juice Mode," there doesn't seem to be a way to disable it again without switching off the Game Gear.



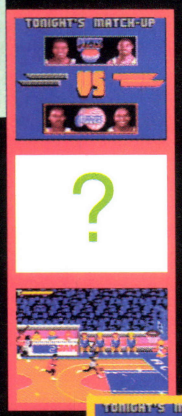


Power-Up Intercept: At the match-up screen, rotate the directional pad 360° and press the **1** button 15 times. This makes your player better at intercepting passes between your opponents.

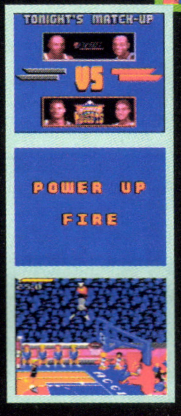
Power-Up Defense: At the match-up screen, press the **1** button five times. This will allow you to goaltend without being called for it.

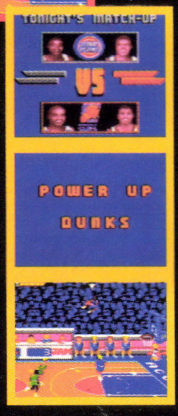


Power-Up Turbo: This gives your player unlimited "turbo" power. OK, we admit it; this is the only secret of all three home versions of *NBA JAM* that we couldn't find. But if you use the "Power-Up Fire" code shown below, you'll get unlimited turbo power anyway.



Power-Up Fire: At the match-up screen, press the **2** button seven times, then press and hold **2** and **Up** on the D-pad until the tip-off. This sets your player "on fire," which ordinarily happens during the game if you score three times without your opponent scoring during that stretch. You'll have unlimited "turbo" power, you can goaltend without being called for it and almost any shot you make from within the half-court line should have better than a 90% chance of going in. Unlike being "on fire" in a normal game, this cheat will not wear off when your opponent scores!

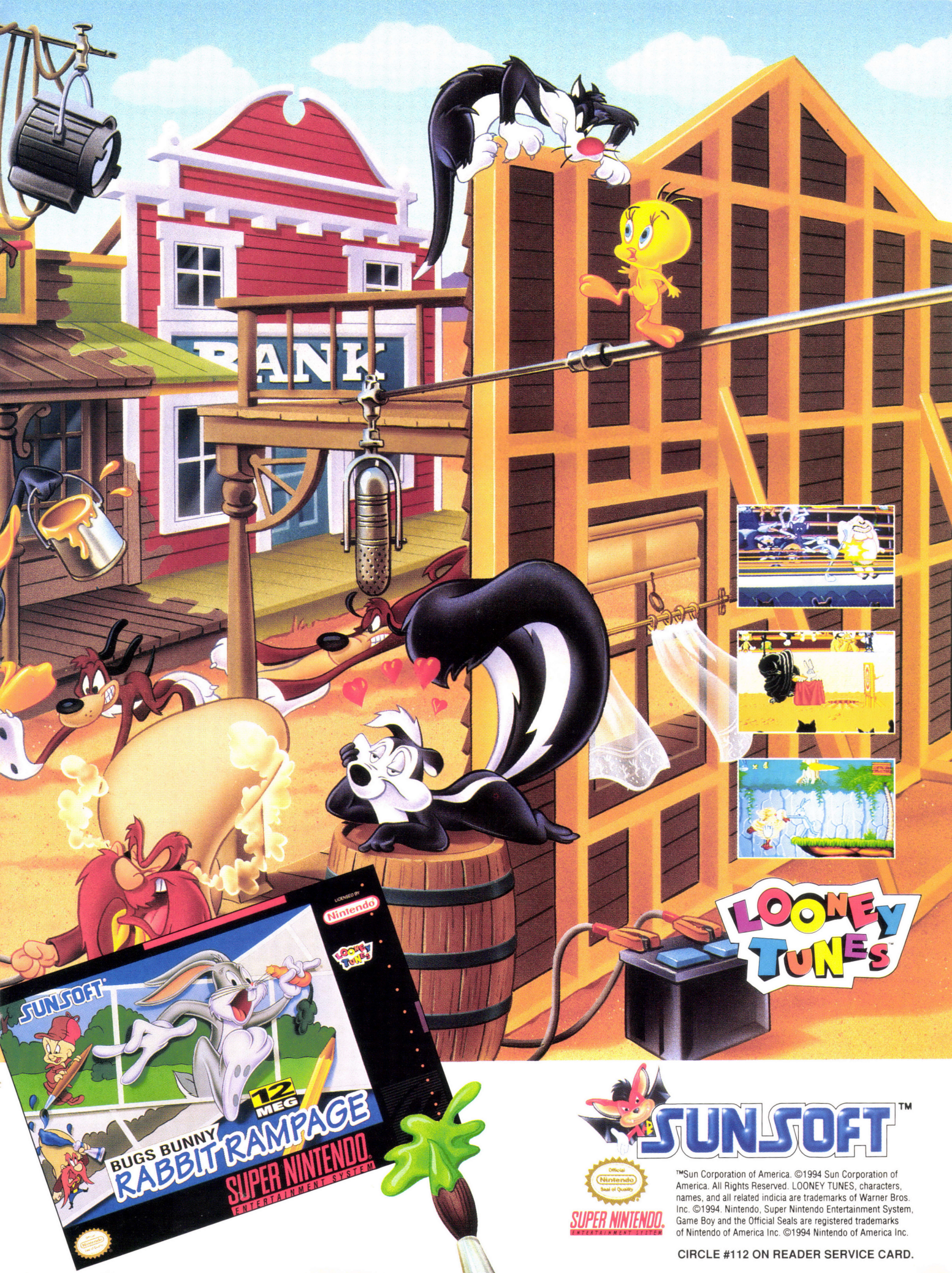




Power-Up Dunks: At the match-up screen, rotate the directional pad 360° and press the **1** button 13 times. This will allow you to dunk from as far away as the half-court line!

A Behind The Scenes Look At SUNSOFT'S

BUGS BUNNY RABBIT RAMPAGE



SUNSOFT™

SUPER NINTENDO ENTERTAINMENT SYSTEM

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CIRCLE #112 ON READER SERVICE CARD.

VIDEOGAMES EXCLUSIVE STRATEGIES

Daffy Duck: THE MARVIN MISSIONS

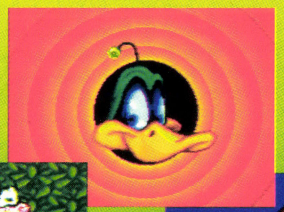
It's a Sunsoft game for the Super NES that's based on a classic Warner Bros. cartoon character. Which means one thing: Daffy Duck: The Marvin Missions is tough to beat. Here are strategies on how to finish off the end bosses on this game's normal skill level.

By Howard Wen

GENERAL TIPS

Keep your jetpack filled with fuel. You never know when you'll need to rocket Daffy to another area to save yourself the aggravation of enemy attacks. However, don't rely on the jetpack too much—it burns fuel fast.

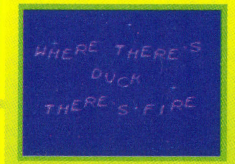
• You can defeat every enemy, other than the end bosses, by blasting them with Daffy's standard-issue infinity gun. It'll just take a couple more shots, that's all. Save the specialized guns for the end bosses. Otherwise, replacing ammunition for these weapons can put a big dent on Daffy's money purse.



• Because Daffy slides on whatever surface he runs on, thanks to his webbed feet, learn to get a handle on his slip-footedness. This will save a lot of frustration.

• Take time to explore the planet level that Daffy is on. Running blindly through areas you're unfamiliar with can get Daffy killed pretty quick. Thankfully, there are no time limits on any of this game's levels.

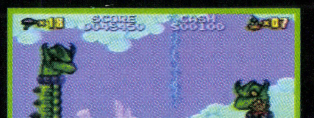
FIRST PLANET



Defeating Marvin on the fourth level is a three-step process. Keep Daffy to the left. The buzzsaw will swing down twice before heading Daffy's way. When the saw comes down for its second time, move Daffy right and jump him on top of the buzzsaw. Don't worry: The arm will move to the screen's left, and Daffy will land right below the spacecraft's cockpit. Aim Daffy's gun up and let the Martian have it. Keep an eye out for the arm, though. When it's retracting back to the ship, move Daffy to the screen's left.

Repeat this attack pattern until the buzzsaw changes to a pair of clippers. This will happen when Daffy is firing at the cockpit. The clippers will approach and stop for a short moment. When they swing up, walk Daffy under them and to the screen's left before they come back down. When the clippers are about to move left to get Daffy, walk him back under the cockpit and resume blasting up at it.

Keep doing this until the clippers change to a blaster—Marvin isn't giving up! This time you don't need to move Daffy away from under the cockpit. Keep firing at it. When an energy blast or the robot arm approaches, raise Daffy's shield to the left to block the attack. Resume firing up at the cockpit, blocking blasts and the arm, when necessary. Eventually, Marvin's ship will blow up real good.



SECOND PLANET

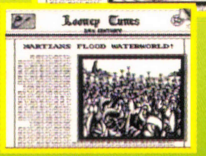
A two-headed sea dragon waits for Daffy at the end of the first level. Arm Daffy with the electric gun. Move him to the right—the dragon that blows air only is on this side. Aim up at its head and fire until a blast hits.

Walk against the breath of the dragon when the creature blows. This prevents Daffy from being blown toward the other, fire-breathing head, but it doesn't always work. Three blasts with the electric gun to either head causes the sea dragon to submerge and resurface. Sometimes the heads will switch places; if this happens, either head will need to be shocked three more times, after which the heads will go down and come up again. Three final blasts will finish this water monster for good.

On the fourth level, Marvin attacks from a flying saucer. Another saucer below him spits seeds that turn into green, attacking Martians.

There are two ways to defeat Marvin here. The first is hard: Blast Marvin with the electric gun while avoiding his saucer's blasts, the falling seeds and the sprouted Martians. This is just as tough as it sounds.

Or, you can do it the easy way: Invest in three nutty attacks and casually fire them away, one after the other. Personally, we like the easy way.



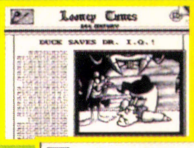
THIRD PLANET

Marvin flies overhead on a hovership, firing down electric bolts, at the end of the first level. Position Daffy to the left of the vertical girder. At this spot, Marvin's blasts can't hit him.

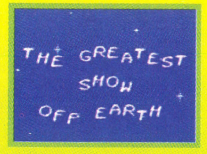
When Marvin flies over, give him two hits with the electric gun. He'll fly overhead twice before coming down to Daffy's ground level to run into him. To avoid Daffy getting run over, just have him jump over Marvin's hovership as it passes. If his ship is traveling from right to left, move the duck a little more to the left. This will give you extra clearance to leap Daffy over as Marvin approaches. Marvin will fly by across the top of the screen again, so repeat this attack-and-defense maneuver until Marvin's hovership crashes.

The "terminator" Martians are quickly destroyed with the 3-Way gun. Stock up on at least 50 shots to use on these Martian robots, who'll be greeting you at the end of the second and third levels.

Once this double-tentacled…uh, *thing* attacks, hit it with a Nutty Attack. Then quickly move Daffy below the center of this robo-whatsit and fire up at it, nonstop, using the anti-matter gun. You'll need at least 20 blasts, but have over 30 on hand, to be safe. Keep firing even if Daffy gets hit. This technique is messy, but it works.



FOURTH PLANET



The queen ant at the end of the first level is best brought down with either the lightning or anti-matter gun. Likewise, these guns work quickest at finishing off the dragonfly at the end of the second level.

As the dragonfly hovers over one side of the screen, blast its head from below and immediately move Daffy to the other side of the screen. You have to move fast because the dragonfly will usually swoop down instantly and head for the duck, so you'll have to jump Daffy over the bug. The dragonfly will reappear, hovering over the other side of the screen, and repeat its attack. Should it spit out fireballs, Daffy can block them with his shield.

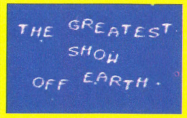
The spider at the end of the third level can be killed by just hitting it with three Nutty Attacks. If you don't have any, the 3-Way gun works best. You'll still have to make Daffy do a lot of jumping, however—leaping over the three baby spiders that fall, and the big spider itself will drop down upon him. You'll have to time it so you can move Daffy away just before the momma spider falls, to avoid being hit, and jumping him over the creature as it races off to one side of the screen.

Since Daffy has been miniaturized, Marvin is trying to stamp him out with his feet. Move the duck into the first hole in the ground. Stand him to the left of the hole and make him duck down. Marvin's blasts can't hit him where and how Daffy's positioned.

When Marvin has leapt to the far right of this level, move Daffy to the right side of the hole and make him fire up continuously with his infinity gun. Marvin's shoes will bounce from right to left—Daffy's shots may or may not hit him. Regardless, once Marvin has passed over Daffy, jump him out of the hole and move him into the next hole, located to the right.

Position him at the left side of the hole and, again, have him fire up. Marvin will jump overhead from left to right, and you may or may not be able to make a successful hit at his shoes. Jump Daffy out of the hole and move him back into the first hole. Place him at the right side of the hole and have him fire up. Keep doing this until you hit Marvin's shoes ten times. The shots from his gun will change from solid beams to spiral blasts. Let Daffy get hit by these blasts—he'll grow back to his normal size, bringing an end to the mission on this planet.

FIFTH PLANET



All end bosses on this planet are easily brought down with the antimatter gun, so you should try to save up lots of money for the ammunition.

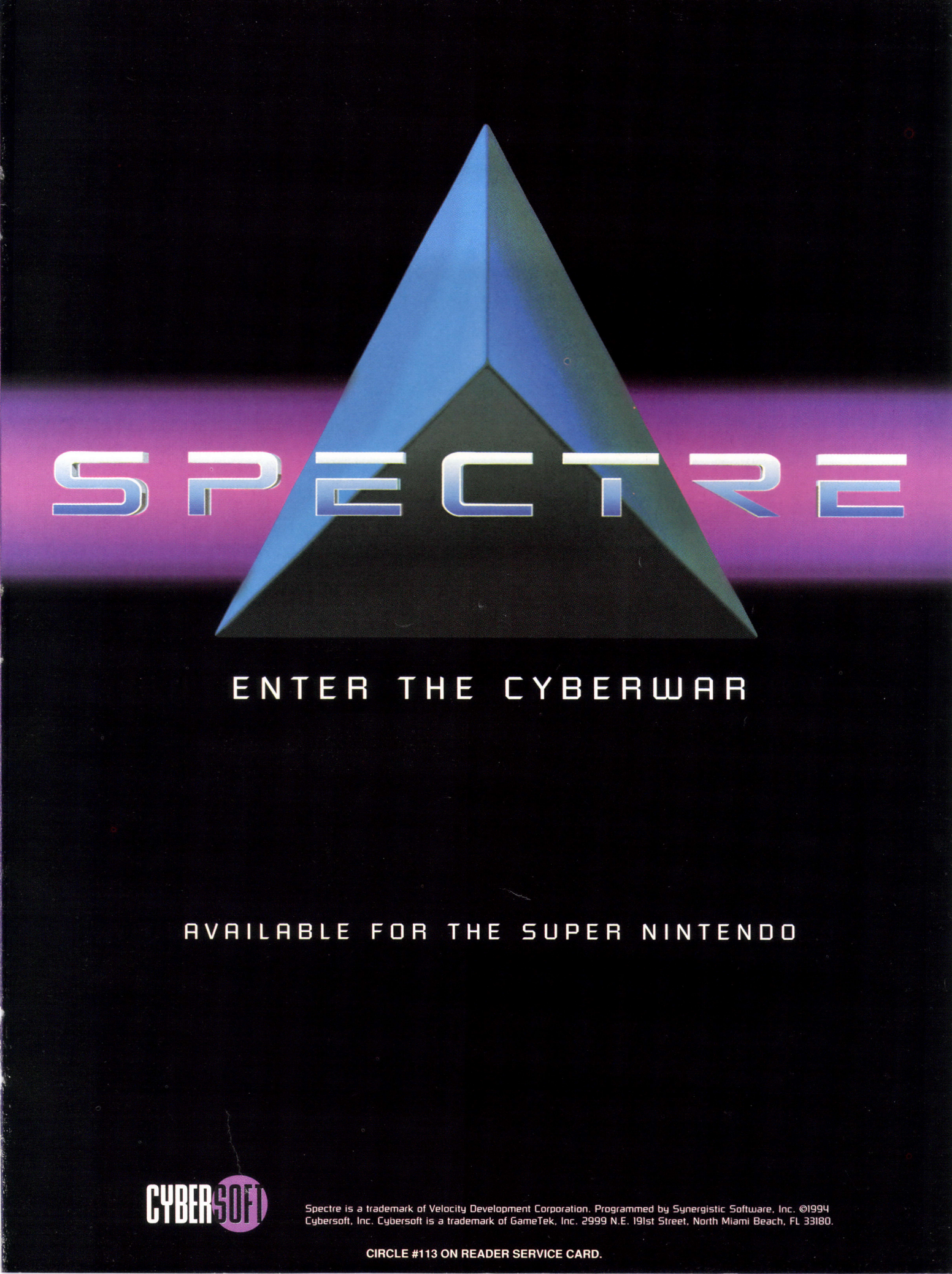
Two tips to handling the red monster at the end of the third level: Keep Daffy to the left-most or right-most side of the top corridor. Fire your blasts down the corridor. If the monster is racing towards Daffy, quickly drop to the bottom floor and move to the other side, jumping back up to the top corridor. Repeat firing down the corridor.

Should the monster approach coming from the bottom floor, immediately make Daffy jump and move him to the other end of the corridor—he'll leap over the monster, who will jump, right at that moment, onto the top corridor.

You're finally at the last level, in Marvin's observatory, and ready to kick his butt! Don't be too eager, though—Marvin might not be flying in a spacecraft for protection this time, yet he's the toughest of all end bosses to beat.

Jump Daffy up to the top-most floor at this level's left side. When Marvin flies over and lands, drop Daffy to the floor below Marvin and fire up at him as much as you can with an anti-matter, electric, bomb or 3-Way gun. Marvin will usually fire off about three duck-seeking missiles before dropping down to the floor where Daffy is. After he launches his third missile, bring Daffy down a floor to avoid getting hit by Marvin, position him underneath the Martian and fire up again.

Continue doing this until you reach the bottom floor. Quickly move Daffy to the top-most floor at the right side of this level and repeat the attack. It's going to take a lot of shots to finally stop Marvin, so keep at it.



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CIRCLE #113 ON READER SERVICE CARD.

VIDEOGAMES EXCLUSIVE STRATEGIES

KETHER

(Philips for the CD-I)

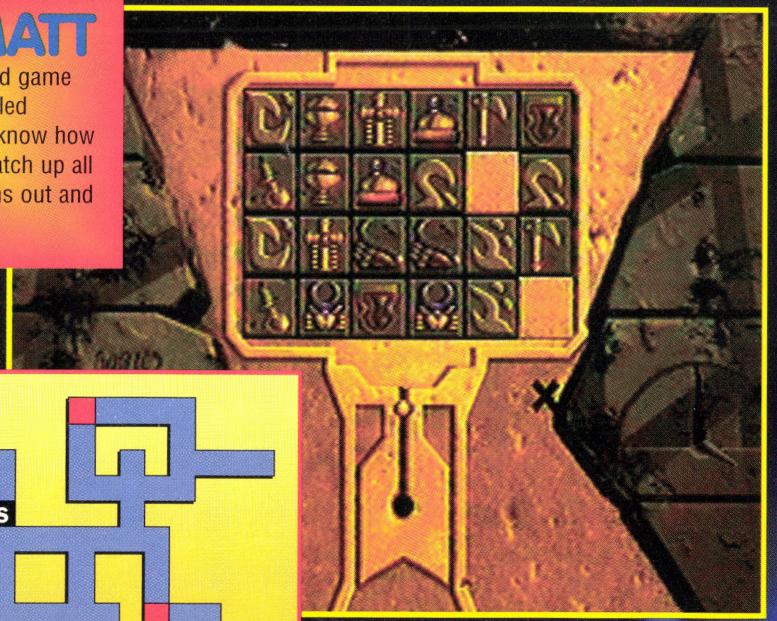
Let's be honest with each other: France is a very screwy place. I'm sorry, but any country where Jerry Lewis is considered a comedic genius and Gerard Depardieu is a sex symbol is mundo bizarro. Luckily, this twisted nature extends to French-designed games such as *Kether*, which is 50% *Silpheed*, 50% *Dungeon Master* and 100% weird-o-rama. It's also a très bitchin' game, which gives me a great excuse to pass along strategies for solving the Temple Entrance puzzles and maps for all five Temples. Bon appetit!

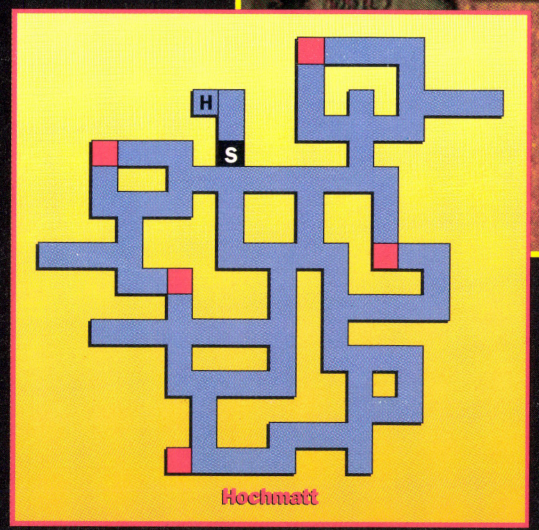
BY ZACH MESTON

TEMPLE ENTRANCES

HOCHMATT

If you're played the card game *Concentration* (also called *Memory*), you already know how to solve this puzzle. Match up all 24 tiles before time runs out and the door opens.

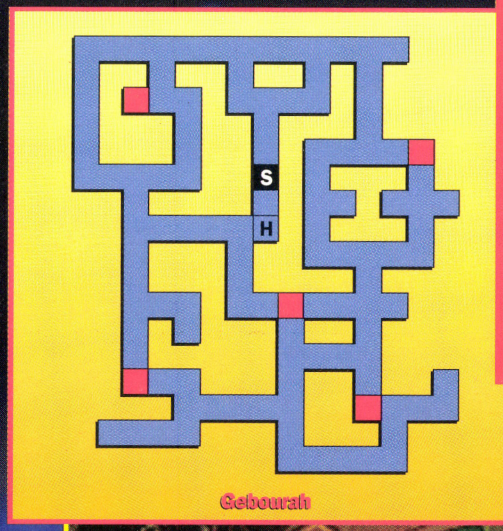




Hochmatt

GEBOURAH

Ever play the little handheld game *Simon*, where you memorize a sequence of colors and repeat the sequence by pressing the right buttons? That's how you get into the Gebourah entrance. Repeat the sequence of colors that flashes on the door and one more color is added to the sequence. If you repeat a sequence of six colors without making a mistake, the door opens.



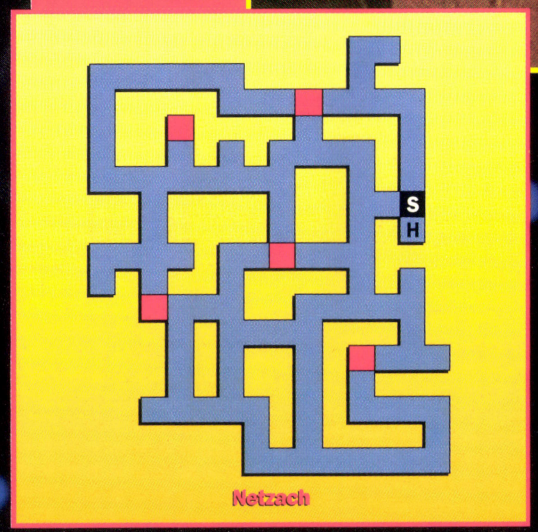
Gebourah

- Rune
- H — Hall of Pulsar
- S — Position at start of Temple

NETZACH

Hey, I like the name! This is the hardest of the entrance puzzles, simply because it's an extremely stressful race against time. You have to input a code of four Runes by placing the right Runes into each position. Here's the best way to solve it: Take each Rune and place it into all four slots, then press the orange jewel. If any of the Runes appears in green, that's the correct Rune, and you should leave it in that slot. Take the next Rune and place it into all the slots that are incorrect (i.e. without a green Rune).

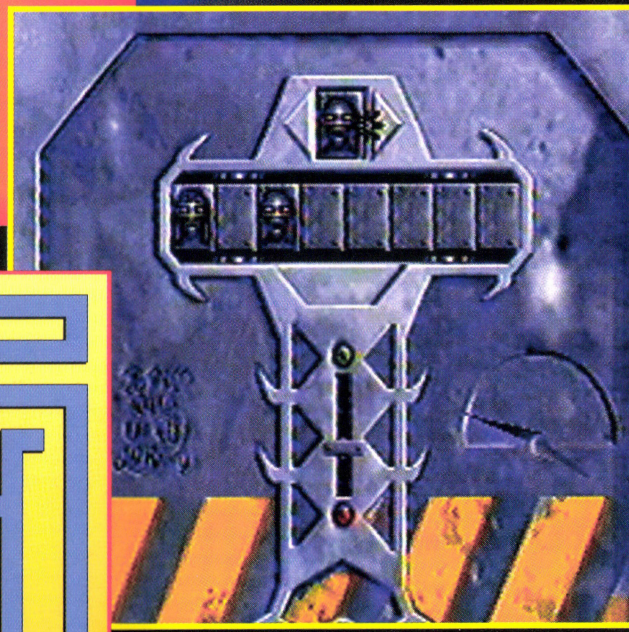
When you've used all four Runes below the code, use the right arrow button to scroll four new Runes onto the screen. Keep trying each Rune and narrowing down the possibilities until you've cracked the code. See what I mean by stressful?!

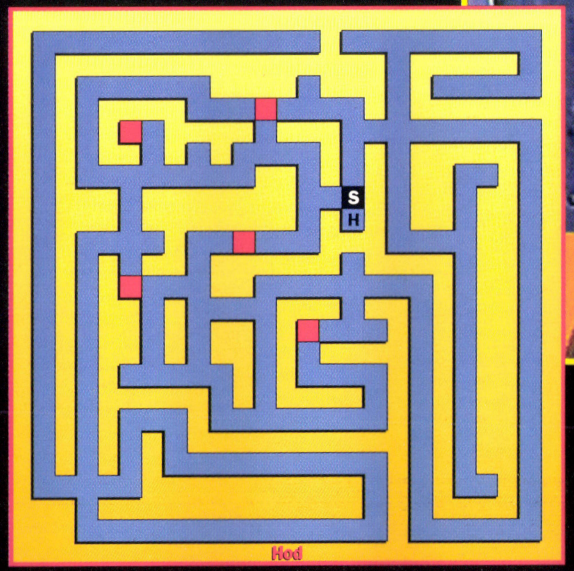


Netzach

HOD

There's a single face near the top of the screen, and a row of faces below it that scroll onto the screen from the left. Use the left and right arrows to change the single face, then click on the face to eliminate any identical faces on the row below. You have to eliminate enough faces to open the door before time runs out or the faces stretch all the way across the row.

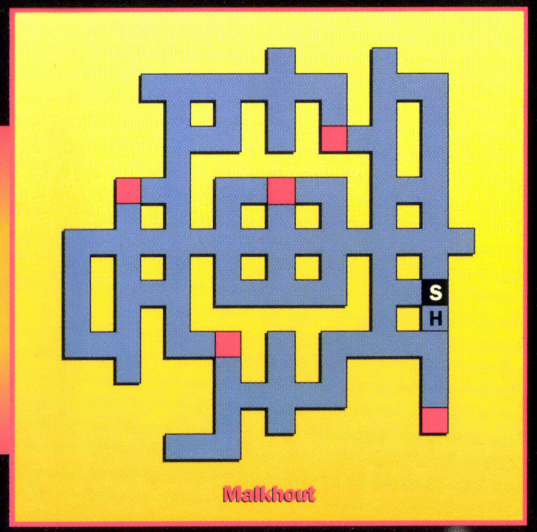




Hod

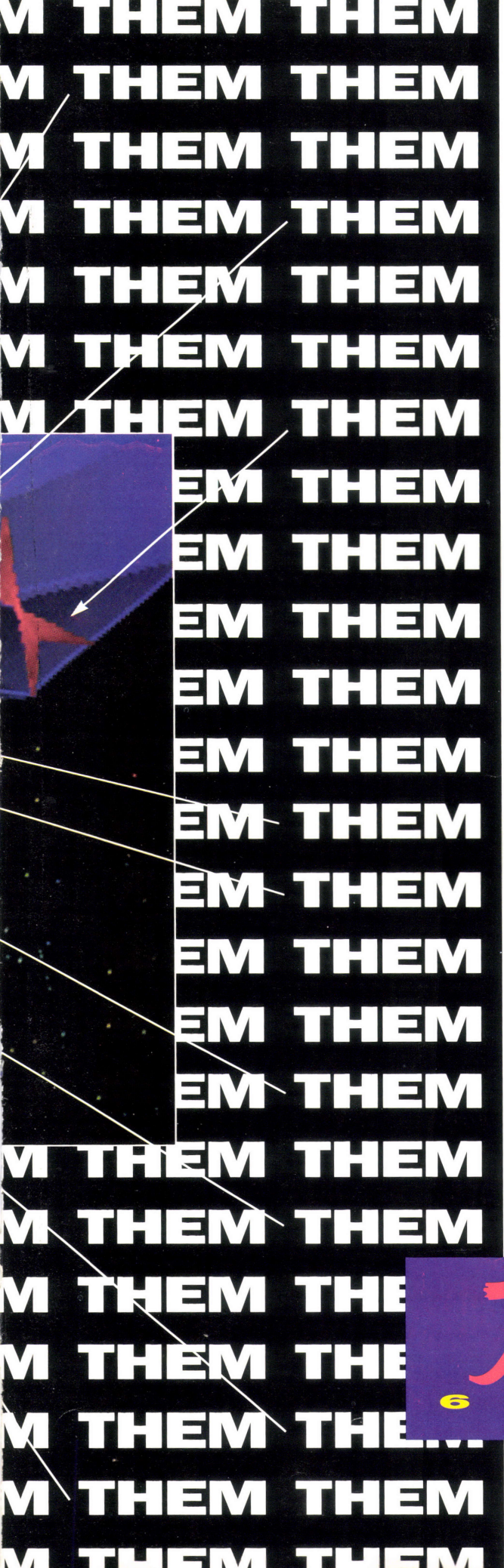
MALKHOUT

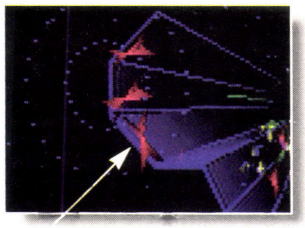
You know how Eta Carene (the sexy Princess you're trying to rescue) told you to write down the number of stars she showed you after each message in the earlier Temples? Well, guess what—those stars are the combination 'numbers' that unlock the entrance to Malkhout. Be sure to press the star panels in this order: Hochmatt, Gebourah, Netzach, and Hod. For example: You were shown eight stars at Hochmatt, three at Gebourah, two at Netzach, and four at Hod. You would press the panel with eight stars, then the one with three, and so forth.



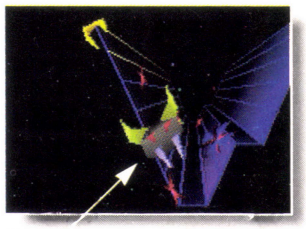
Malkhout

THEM
YOU

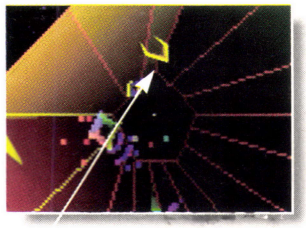




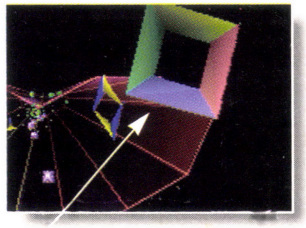
Flippers. *Don't let the innocent name fool you. Once they flip onto you, they'll suck you down pronto.*



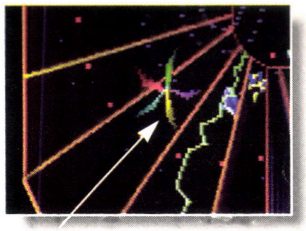
Demon Heads. *Intergalactic bad-asses. When you shoot one, its horns live on. Nasty little trick.*



Pulsars. *The electric eels of the cosmos. They electrify corridors. If you're on the corridor, you fry.*



UFO'S. *Now you're surrounded. UFO's fly above the web and you've got to get above them. Good luck.*



Fuseballs. *The scumballs of the universe. If a fuseball touches your blaster, you're history.*

Warp Bonus Round. *Too weird to describe. Just get there and zone out for some serious points.*

TEMPEST 2000™

Tempest 2000 is an intergalactic shooting gallery in hell. You've never had so much coming at you so fast in so many colors. Named the "Best of Show" at CES, you'll explore 100 enemy-packed galaxies, experience outrageous Melt-O-Vision™ graphics and powerful 3D polygons, and be driven to a frenzy by an original techno-rave score. There's even an optional two-player mode. Don't forget, Tempest 2000 can only be played on the powerful Jaguar 64-bit system by Atari. With all this action, no other system could handle it. Yes, you have a chance to survive. Yes, it's a slim one.

JAGUAR™ 64-BIT

DO+THE MATH

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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VIDEOGAMES EXCLUSIVE STRATEGIES

JAGUAR

ATARI

TEMPEST 2000

BY JOE SOUSA

(COURTESY OF ATARI CORP.)

STRAIGHT FROM ATARI'S OWN GAME-TESTING LABS, HERE ARE TIPS AND STRATEGIES THAT WILL HELP YOU TO BECOME A BETTER PLAYER IN EACH OF TEMPEST 2000'S FOUR MODES OF PLAY: TRADITIONAL TEMPEST, TEMPEST PLUS, TEMPEST 2000 AND TEMPEST DUEL.

TRADITIONAL TEMPEST

Traditional Tempest is considered the "training ground" for all of the other *Tempest* games. Here you will learn to move on the web and target your enemies. *Traditional Tempest* is quite tame compared to the other forms of *Tempest*, so if you are having trouble with the other games, put some time in on *Traditional*.

The first enemy you'll encounter is the **flipper**. The flipper can be a nasty opponent later in the game, but early on, he is pretty benign. The next enemy is the **tanker**. The tanker carries two enemies: Early on it only carries flippers, but later it may be carrying fuseballs or pulsars. Shoot the tankers early, because if they reach the top they will break open and release their cargo.

Spikers can be nasty because they appear to be harmless, just building their spikes along the channels. The best strategy is to make sure you always have a clear lane and try not to stray too far from that lane.

Fuseballs are next on the list, and they are tricky. The fuseball travels in between the channels and rarely moves into the channels themselves. The only time the fuseballs are vulnerable is when they are in the channel, so the best thing to do is to fire to the left and right of the fuseball until he moves into one of the channels.

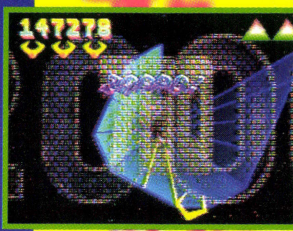
The last type of enemy is the **pulsar**. The pulsar is similar to a lightning bolt in that it will fry you if given the chance. When the pulsar is a flat line, it is harmless and you can shoot it easily, but when it contracts it will fry you. When the pulsar contracts, it looks like a lightning bolt and it roars! This is when it is most dangerous—you should move away quickly. When the roar is done it is safe to shoot the pulsar.

this special treat, the next power-up you get will be an A.I. Droid. The droid is cool because it allows you to concentrate on getting other power ups!

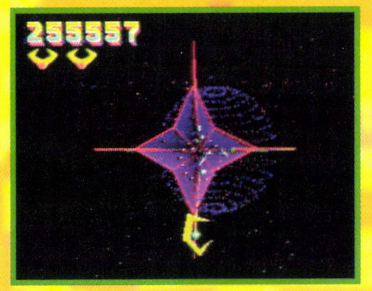
All the enemies from *Tempest Plus* and *Traditional Tempest* are in *Tempest 2000*, plus a few new ones. The first new enemy is the **Demon Head**. This is a very nasty opponent because he takes many hits to kill and when you shoot him, parts of his horns fly off at you and can take you out in no time. Use your particle laser on these bad boys.

Next is the **mirror**. The mirror does just what the name implies, it reflects your shots right back at you. The way to destroy a mirror is to shoot and then move out of the way. If you do this repeatedly, the mirror will eventually succumb to your fire.

The **UFO** starts from the bottom of the web and travels up to the top very fast. When it reaches the top it flies off the web and hovers above you. The UFO then shoots down at you, and there is absolutely nothing that can be done about it until you get the jump power-up, at which point you can jump over it and shoot it. There are also **mutant flippers**, which act just like flippers, but are much, much faster and much deadlier.



General Hints and Strategies: Blaster control is the most important skill to master in *Tempest 2000*; not only for destroying enemies, but for collecting power-ups. The particle laser is a useful weapon because it is more powerful than the normal shot—this weapon is a must when de-



General Hints and Strategies: Plan your moves carefully. While constant spinning and shooting will get you past a few levels, this strategy will not work on later levels. Learning to precisely control your blaster is the most important thing to concentrate on.

It's also important to destroy the most dangerous enemies first. The most dangerous enemies are as follows: Tankers carrying pulsars, pulsars, tankers carrying fuseballs, fuseballs, tankers carrying flippers, flippers, spikers, and spikes.

If all else fails, try to position your blaster sideways on top of a channel, then start firing a constant stream of shots. This will usually destroy all enemies that make it to the top of the web (except the fuseballs, which must be destroyed before they make it to the top.) Finally, don't forget to use your superzapper, particularly when the web is full—but don't wait too long because if there is an enemy next to you on the web, it can still get you.

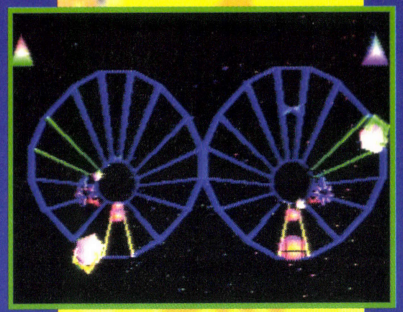
TEMPEST PLUS

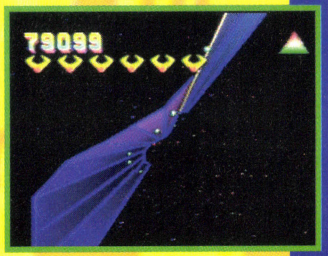
This is combination of *Traditional Tempest* and *Tempest 2000*. The player has the option of playing alone (with a computer-controlled helper known as the A.I. Droid) or with the help of another player in cooperative mode. The A.I. Droid is an excellent training tool; use it when you feel you need some help getting past a particular web. The droid is not very smart and cannot predict your moves, so don't rely too heavily on its help. The best way to survive the two-player cooperative mode is to split the web up into two sections with each player responsible for their own section.

General Hints and Strategies: See the section under *Traditional Tempest*; the enemy priority information and positioning tip also apply to *Tempest Plus*.

TEMPEST 2000

This is the newest version of *Tempest* with power-ups, new enemies and cool bonus warp worlds. The power-ups represent one of the biggest differences between *Traditional Tempest* and *Tempest 2000*. The power-ups (in order of appearance) are as follows: Particle laser, zappo 2,000 points, jump, 2,000 points, A.I. Droid, 2,000 points and warp token/instant superzapper; all remaining power-ups are extra points. Then there's the Yes! Yes! Yes! power-up, which is given when a power-up is caught by the player while moving down the web to the next web. After earning





stroying spikers and Demon Heads. The jump power-up is a big help when an enemy has you cornered.

Always remember to watch the spikes and make sure you have an open lane of escape when the time comes to use it. Try to enter the bonus warp as often as possible; not only can you rack up a lot of points and free lives, but there is a chance of warping past five levels. The only secret to completing a warp is to practice.

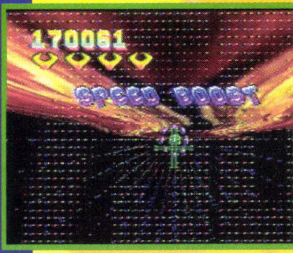
TEMPEST DUEL

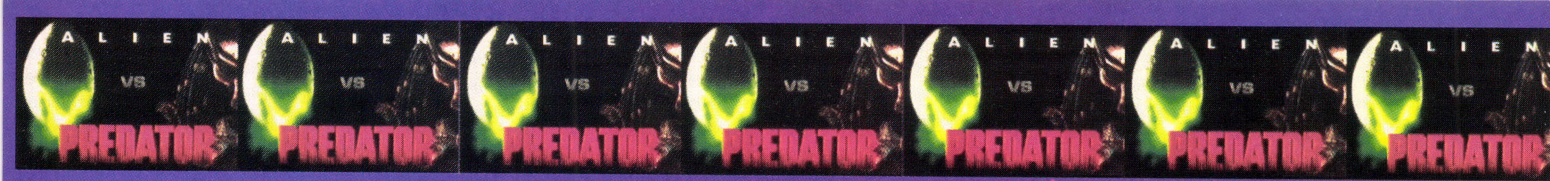
Tempest Duel allows you to go head-to-head with any other player brave enough to challenge you. The game outfits you and your opponent with the usual blaster—only this blaster is equipped with a mirror, which you can use to reflect your opponent's shots right back at him or her. There is also a purple generator in the middle of the web that generates red and blue flippers. The red flippers will pursue player one, while the blue flippers pursue the second player.

General Hints and Strategies: You can move the generator toward your opponent by shooting it. This is a good idea because it causes the flippers to meet your opponent much sooner than they meet you.

There is also a cube that begins in the middle of the web; once this cube is hit by you or your opponent it will move in the direction it was pushed. If it reaches the end of the web it will fry the player at that end. The only way to avoid this fate is to volley it back to the other player's end of the web. Use this in conjunction with the generator to really frustrate your opponent!

Remember: Don't shoot unless you have a target, and never shoot at your opponent when he is shooting at you. This is important because when you shoot you do not have the protection of your mirror. It's always safer to reflect your opponent's shots than to send out more of your own. One more useful strategy is to move into the channels that contain the flippers that are pursuing you; this way you can draw your opponent into shooting your flippers. Good luck!





STALKING THE JAGUAR

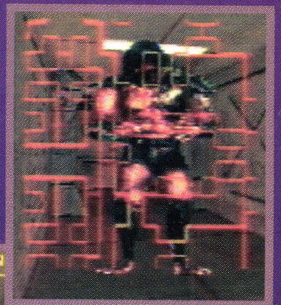
VIDEOGAMES catches up with Atari producer James "Purple" Hampton to get the scoop on the upcoming Alien vs. Predator game for the Jaguar.

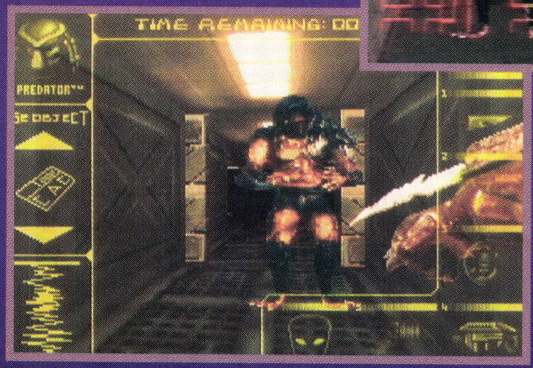
BY CHRIS BIENIEK

VIDEO GAMES: Where did the *Alien vs. Predator* project originate, and what has been your involvement with the game?

Purple: I came to Atari from Lucasfilm, where I worked as a tester on *Monkey Island I* and *II*, the two *Star Wars* games for the NES and—among other things—a little-known game called *Night Shift*, which was developed by a company called Attention to Detail. I thought it was kind of amusing when I got here to discover that ATD also did *Cybermorph*, the first Jaguar game released!

When I arrived in October of '92, I was assigned to be the producer of *Alien vs. Predator*, which at the time was a Lynx game. As you know, Activision had a Super NES game called *Alien vs. Predator*, and Atari had acquired the rights to the *AvP* title through Activision. The Lynx people who had already started on the project (Images Software) had been told by Atari to follow the script of the Activision game, which was kind of a *Final Fight* clone, but I really didn't agree with that as a treatment of the characters. I was excited to be working with the Alien and Predator characters to begin with, and I wanted a chance to get closer to the motivations of the characters themselves.





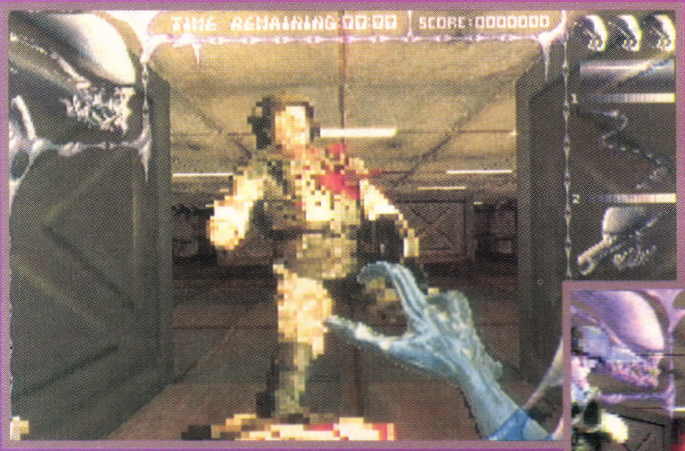
As it happened, Images was happy with the idea of completely changing the script, so we both spent one week watching all of the *Alien* and *Predator* films, then started the month-long process of sending faxes back in forth with different ideas to try. Ultimately we came to the conclusion that the most interesting way of really representing the characters was to do it in the first person, with you being able to play as any one of the three species: A human, an Alien or a Predator.

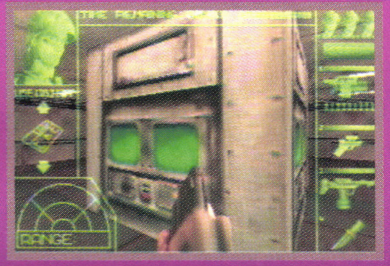
VIDEO GAMES: Around this time the Jaguar hardware was coming together. Did you then start to develop the Jaguar version without really knowing what you were capable of doing with it?

Purple: No, the hardware had been pretty much developed by the time I got there. Of course, no one really knew exactly what was and was not possible on the Jaguar. To this day we're still finding out things; every week we seem to be saying, "Wow, we can do this?"

What we did know regarding *AvP* was that the Jaguar could do the first-person perspective with 3-D rendering really, really well. We continued along with the Lynx version which we were trying to design around the ComLynx feature; the idea is to do it as a *FaceBall* type of game, where one person can play the Alien, one person can play the Predator, one person can play the Marine and they're all in the same maze hunting each other. There have been ups and downs with the Lynx game, but it's currently planned to be released about six weeks after *AvP* comes out for the Jaguar in June.

VIDEOGAMES: I understand that both Images and Rebellion—the developer of the Jaguar version—are based in England. What's it like to work with an overseas developer?





Purple: It wasn't until February of '93 that the Jaguar *AvP* contract was assigned to Rebellion, and that's when the project really started kicking into gear. Before that, the Lynx game was leading the way in terms of the direction the project was going to take, but when Rebellion came in they really got involved in the overall feel of the game, working with the art and so on. At first, their people had to spend a few months just learning the system and what it could and couldn't do. During that time, we went though art changes back and forth…like, we originally started with 256-color DPaint art screens and went through three different steps to get to the technique we are using now.

VideoGames: Which is?

Purple: Essentially, Rebellion has created models of the different creatures and they're doing stop-motion animation, frame by frame, for all of the different animation cycles of each character involved. The wall "tiles" are also physically being created and photographed; in fact, they're literally bathroom tiles with model parts and spray paint on them. Once they're converted into graphic data, they are essentially one-panel textures that are being applied to the game's 3-D polygon world.

It's really kind of bizarre. It's exciting, but at the same time you keep telling yourselves, "we can do more." I mean, why settle for 256 colors when you can have 65,000!

VideoGames: I've heard some interesting things about the data compression that *AvP* uses, and how the compression technology is one of the things that really sets the Jaguar apart from the 16-bit game systems. Can you elaborate on this?

Purple: In essence, the Jaguar—because of the five different processors in it—is hyperfast; it has enough processors to do different things while you're busy doing *other* things, such as decompressing huge files in game time or in real time. That, in turn, enables you to store a lot of better-looking images in a smaller space. A file with 65,000 colors in it is normally huge; it would take either a long time to draw on the screen or—worse yet—it would take a huge amount of room to store on a cartridge. But in *AvP*, we've had no trouble storing these images and decompressing them on the fly. We're using different compression ratios depending on what the image is and what kind of clarity value it really needs to have; like, some of the less-detailed wall panels in *AvP* are using a 10:1 or even 14:1 compression ratio. That's for a low-detail tile, maybe a floor panel or one of the white MedLab walls. On the lower end, some of the more detailed characters use 3:1 or 4:1 compression, which is still a significant value considering how long it used to take to do that sort of thing.

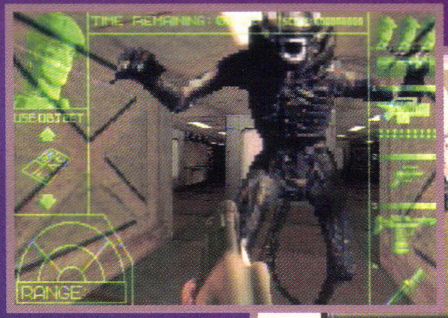
The size of the final cartridge will be 16 megabits, but we're estimating that there's at last 125 megabits of information compressed into the game; it's pretty sizable.

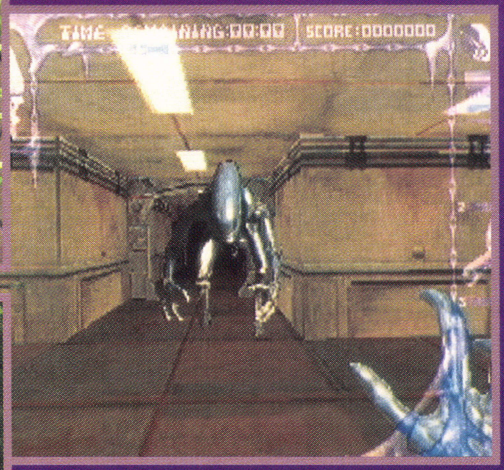
VideoGames: Are there any limitations in terms of how many Aliens you can have on the screen at one time?

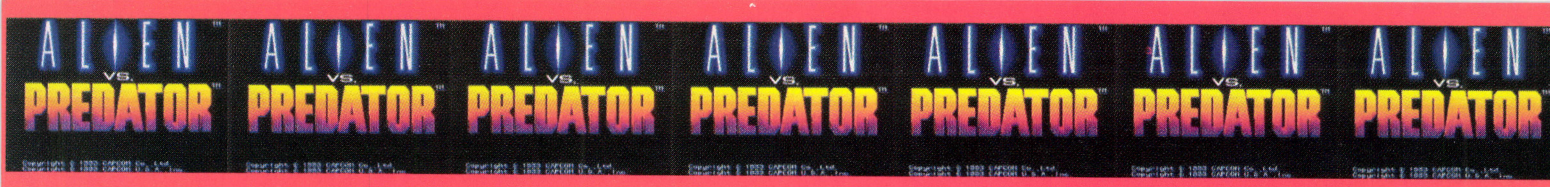
Purple: We haven't found any yet. It's exciting; we thought there might have been a problem, but it's cooking right along.

VideoGames: That's encouraging. Hey, I have to ask: Where'd you get the nickname Purple?

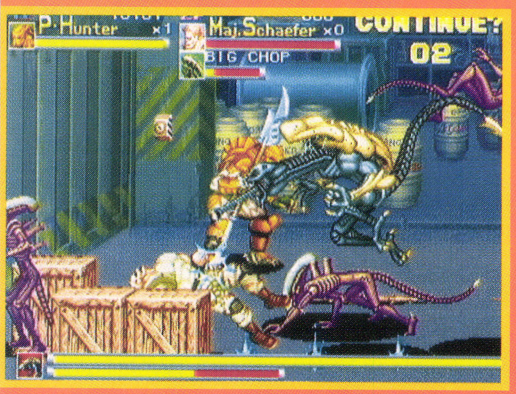
Purple: Well, when you start working at Lucasfilm—in the "tester from hell" department—you have two seconds to assign yourself a name, otherwise the guys will assign one for you. I was given the name Purple because I was wearing purple socks, I had a purple streak in my hair and I was driving a purple marbleized Saab with purple glasses on.

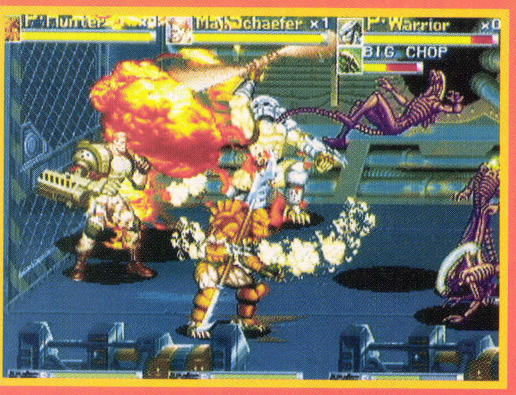






BURNING UP THE ARCADES

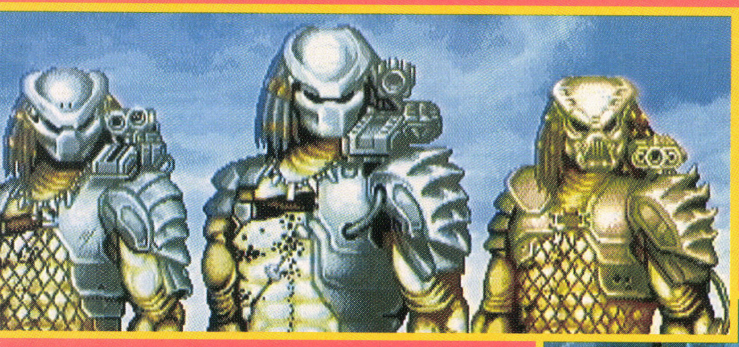


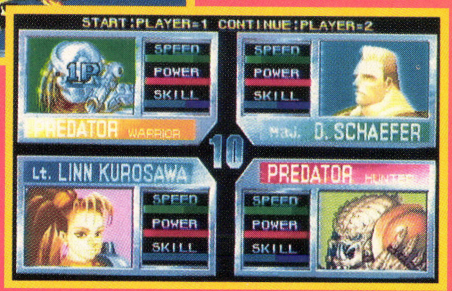


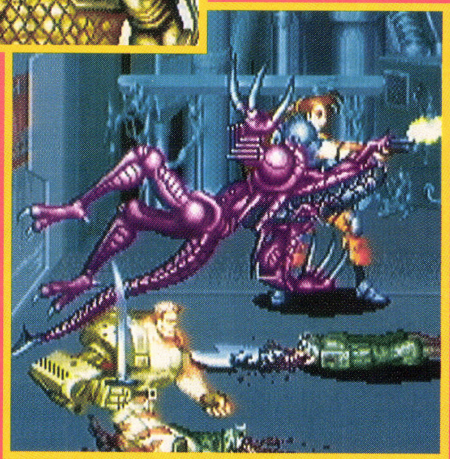
While in Sunnyvale checking out Atari's *Alien vs. Predator* game, we managed to muscle our way into a local arcade where Capcom's new *Alien vs. Predator* arcade game was being test-marketed.

Unlike the subtle, creeping atmosphere of the Jaguar adventure, the coin-op *AvP* game comes out with guns blazing. It's a side-scrolling contest in the tradition of Capcom's own *Final Fight* and *Punisher* games. Up to three players can participate in the carnage, and there are four characters to choose from: Two Predators—a Warrior and a Hunter—and two humans named Major D. Schaefer (a buff dude) and Lieutenant Linn Kurosawa (who almost certainly was designed by the same Japanese artist who created the Cammy character in *Super Street Fighter II*.) Each character has different degrees of speed, power and shooting skill.

Though the game wasn't 100% complete when we played it, the essential elements of a good, loud shoot-'em-up are already in place. We also had fun picking out certain details that are sure to be changed or deleted before the game gets a full American release, including power-ups that look a little too much like Pepsi cans and certain expletives that the humans shout when the action gets really intense. Look for the game this summer!







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CIRCLE #115 ON READER SERVICE CARD.

PREVIEWS

BY BETTY HALLOCK & ERIC NAKAMURA

ACTION

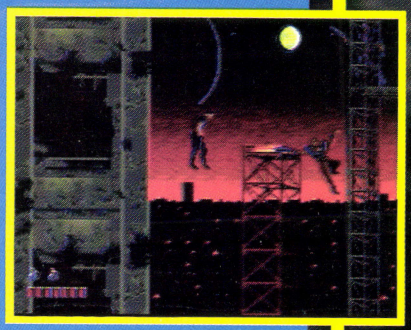
GAME: Demolition Man
SYSTEM: Genesis
PLAYERS: 1
SIZE: 16 meg
AVAILABLE: August
MANUFACTURER: Virgin
DEVELOPER: Alexandria Inc.

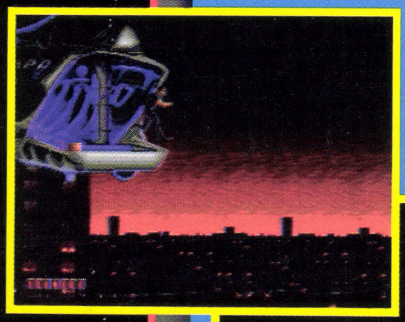
DEMOLITION MAN

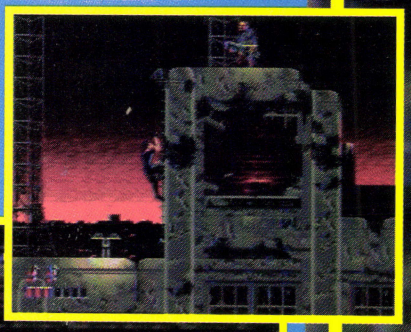
Cryogenics is a controversial topic; it involves freezing the bodies or heads of the terminally ill in the hope that they can be thawed as soon as a cure for their affliction becomes available. This will probably never work, but it worked fine as the premise of the Warner Brothers movie, *Demolition Man*. At least seventy years from now, John Spartan—the Demolition Man, played by Sylvester Stallone—is defrosted and you get to control him. Sentenced to 70 years in Cryo-Prison, he's now melted and out to get the blonde butt-kicker, Simon Phoenix (Wesley Snipes).

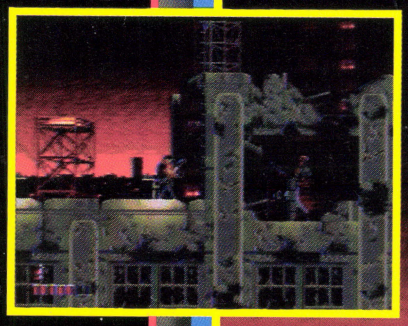
Most of the game's ten levels duplicate scenarios from the film. Remember when Snipes dusts everyone at the L.A. Ruins Museum? You'll need to use your guns and your grenades to combat this fool. After getting through the first three levels, you can choose the order of the next three levels, the library, the monorail or the parking structure. Later you'll have to go back to where you started, the Cryo-Prison.

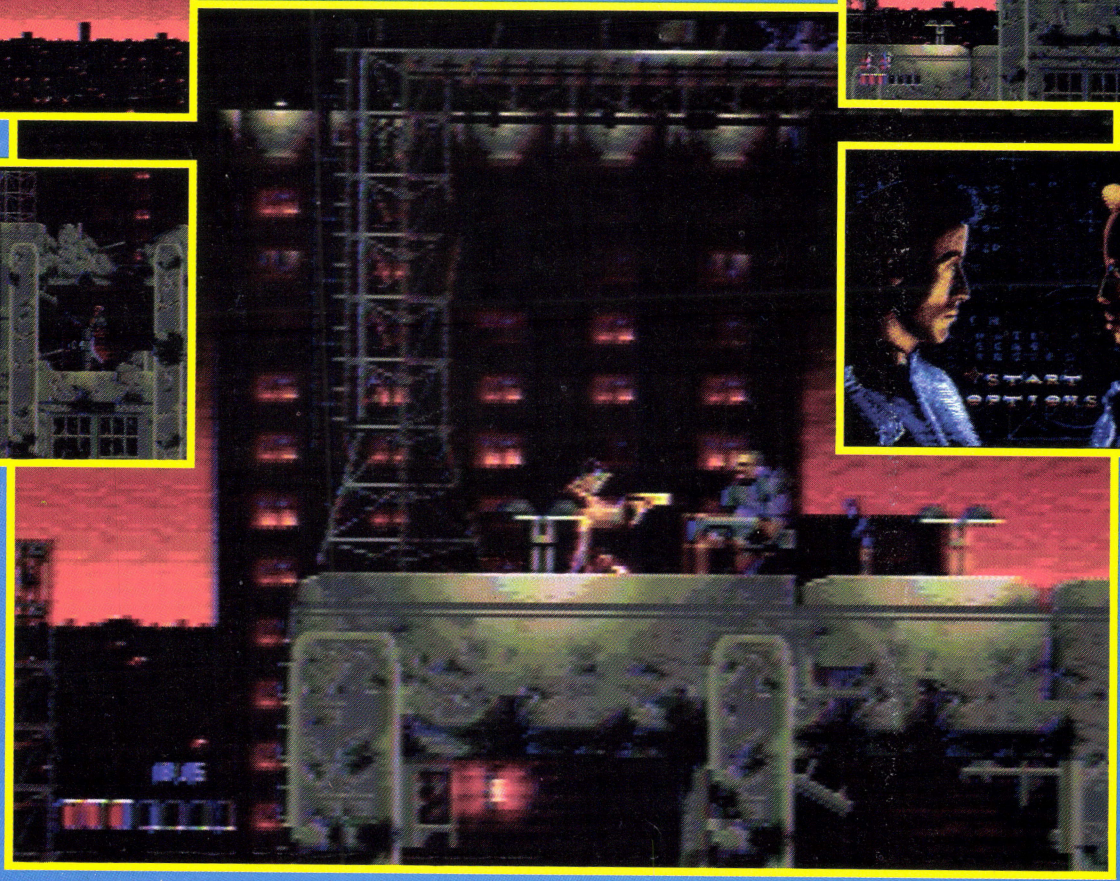
You can expect Phoenix to release his evil buddies to help him take over "San Angeles". These smelly dudes look like the kind of bikers who'd eat youthful Stallone-flesh for breakfast. Stay alive and if you're lucky you might catch a glimpse of trash-talking Denis Leary.



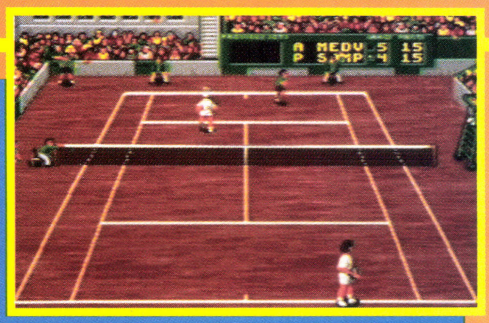








TENNIS ALL-STARS



Tennis All-Stars is a simulation of top world tennis competition (minus the occasional back stabbings). The debut Codemasters J•Cart game, it allows four players to battle in doubles. You can also choose different players and court surfaces; here's your chance to broaden those horizons and try the slow clay of Roland Garros, France or the fast grass at Wimbledon.

Each player has a special tactical move to exploit in match play. Perhaps it's the drop shot of Stefan Edberg or the speed of Michael Chang! You can even pause the game and watch other matches in progress so you can check out your opponents. *Tennis All-Stars* also includes a sub-game called *Crazy Tennis* which has power-ups and a special guest appearance by "a leading video game character." I wonder who it is....

J•CART

Here's a spicy new item by one of our favorite developers in England. From the hot hands of Codemasters—creators of the controversial and world famous Game Genie—comes the J•Cart, a new cartridge format which allows you to plug two additional game controllers right into the cartridge itself! Sounds wacko, but it's true; check out the pictures for proof. Now you can play a four-player game without buying a multi-player adapter from Sega or EA. Best of all, Codemasters says it will keep the prices of the J•Cart games the same as normal ones.

The first game in the J•Cart series is *Tennis All-Stars*, due in May. Future J•Cart titles will include *Psycho Pinball* and the long-awaited *Micro Machines 2*. Are you down for this deal?

PSYCHO PINBALL

Psycho is a silver-plated armadillo with an attitude; he's also the chrome ball in this flippered bing bong game. *Psycho Pinball* has six tables: The Future Fair, Wild West, Moon Shot, Under Sea, Safari and Ghost Town. But playing just a simple pinball game gets to be a drag unless you're at the arcade, so the Codemasters crew have included more for your enjoyment. In between pinball game screens, smaller sub-games related to the pinball screen's title appear. For example, during play on the Safari table, you can participate in a tree top fight!

SPORTS

GAME: Tennis All-Stars
SYSTEM: Genesis
PLAYERS: 1 to 4
AVAILABLE: Now
MANUFACTURER: Codemasters
DEVELOPER: Codemasters

ACTION

GAME: Psycho Pinball
SYSTEM: Genesis
PLAYERS: 1 to 4
AVAILABLE: October
MANUFACTURER: Codemasters
DEVELOPER: Codemasters

FIGHTING

GAME: Kasumi Ninja
SYSTEM: Jaguar
PLAYERS: 1-2
AVAILABLE: Summer
MANUFACTURER: Atari Corp.
DEVELOPER: Hand Made Software

ACTION

ADVENTURE

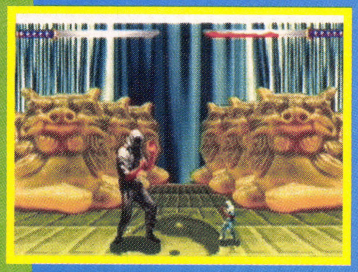
GAME: Doom
SYSTEM: Jaguar
PLAYERS: 1
AVAILABLE: July
MANUFACTURER: Atari Corp.
DEVELOPER: Id Software

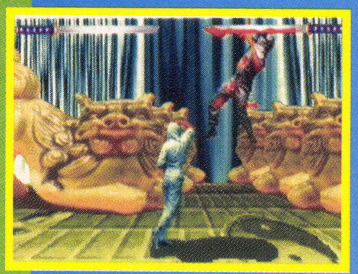
SIMULATION

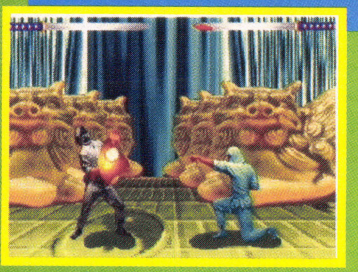
GAME: Club Drive
SYSTEM: Jaguar
PLAYERS: 1-2
AVAILABLE: July
MANUFACTURER: Atari Corp.
DEVELOPER: Atari Corp.

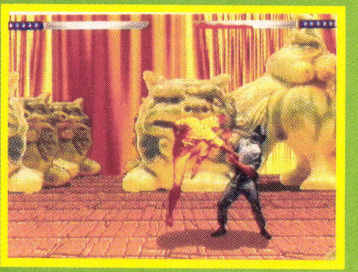
PREVIEWS

KASUMI NINJA





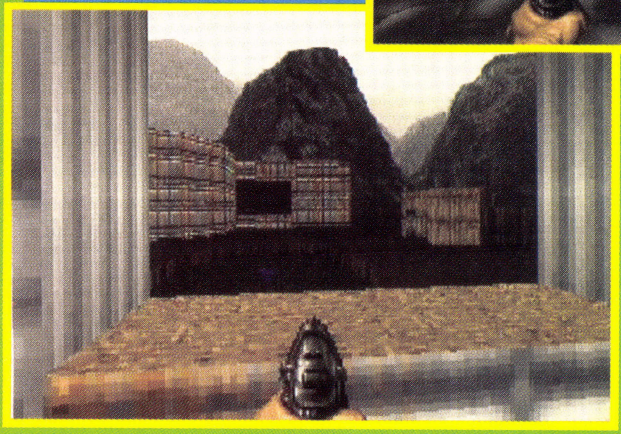


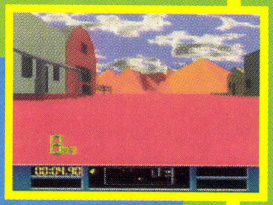


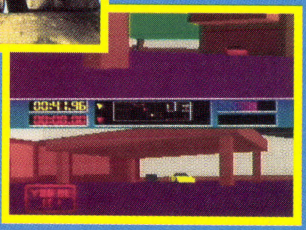
Kasumi Ninja features fully digitized actors against beautiful 3-D-looking backdrops for a dark and moody feel. Get ready to fight—to the death! You'll be able to perform some intensely graphic fatalities, like breaking your opponent in half with his bloody remains spilling out onto the ground, or squashing his head like an egg with your foot. Look for secrets, too, like fireballs and a shrinking teleportation move. The variety of fighters includes a Native American fighter, and the project leaders at Atari demanded that the character be played by a real Native American. We have to ask: Are the Ninjas played by real Ninjas, too?

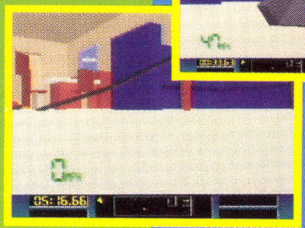
DOOM

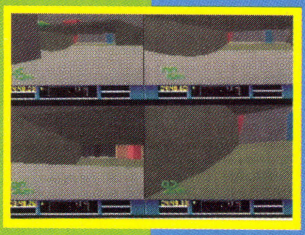
Yes, these are actual photos of *Doom* as it appears on the Jaguar. Based on the phenomenally successful computer game, *Doom* puts you in the middle of an abandoned moonbase. There you'll be pitted against mutant marines, devilish demons and satanic blobs. An incredibly violent ride, it features an updated version of the smooth *Wolfenstein 3-D* interface. This game has already created a sensation on the PC side and is an unqualified addiction for those lucky enough to play it. This one could be a guaranteed system-seller for those still considering a Jaguar purchase.



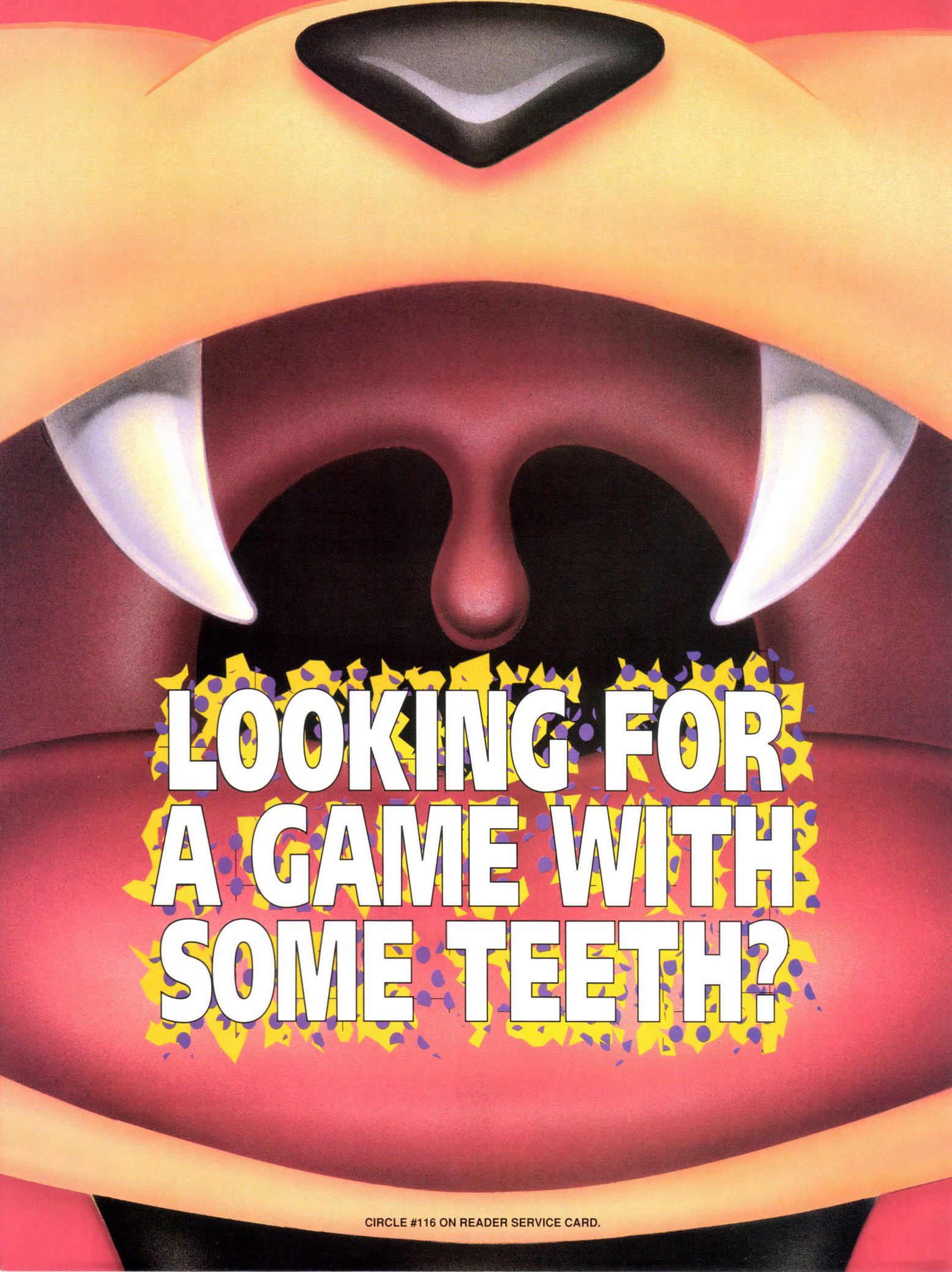




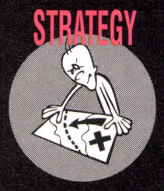




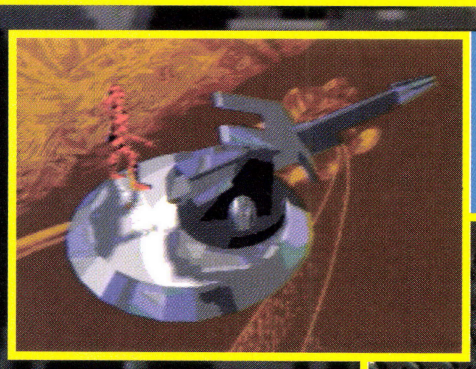
It's like *Cybermorph* on the ground! Race through and explore several different scenes, the likes of which have never been seen in any driving game—there's an old western ghost town and even a "toy car" scenario where you scramble around the house like a Matchbox car. (Watch out for the cat!) You can also race against the clock or compete against a friend by playing a friendly game of tag. These polygon graphics might take you to places you've never been....

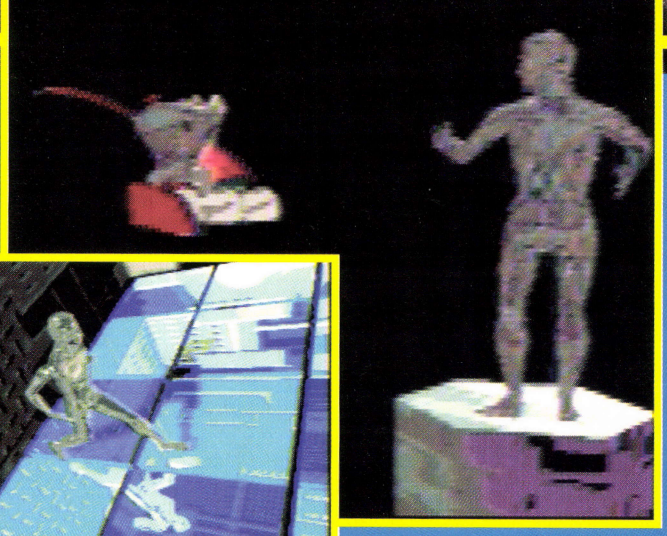


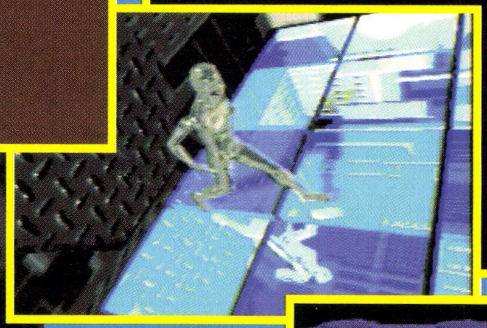
CIRCLE #116 ON READER SERVICE CARD.

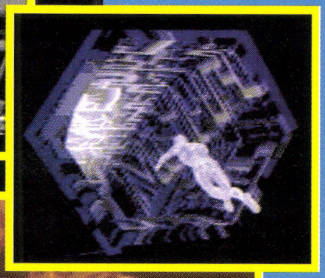


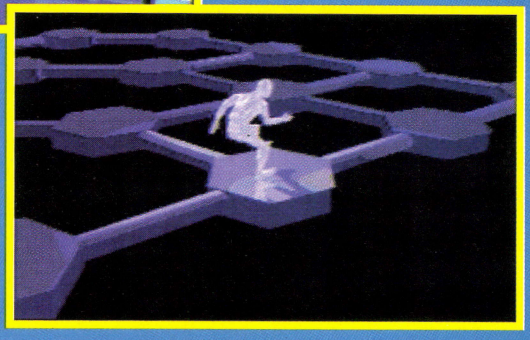
GAME:
The Lawnmower Man
SYSTEM:
Sega CD
PLAYERS:
1
AVAILABLE:
Fall
MANUFACTURER:
The Sales Curve, Inc.
DEVELOPER:
The Sales Curve, Inc.







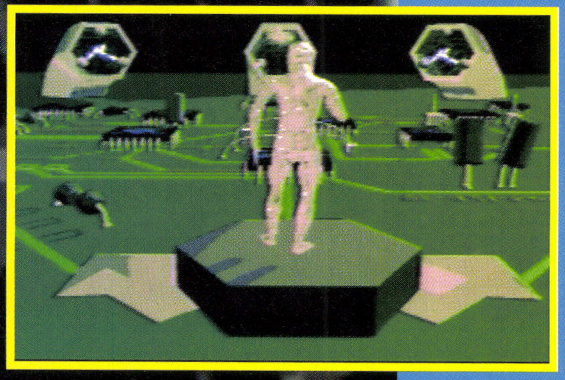


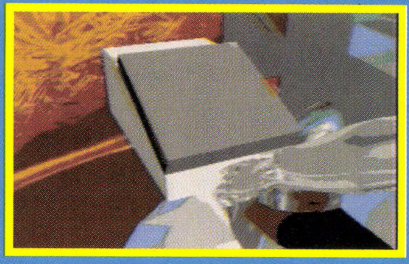


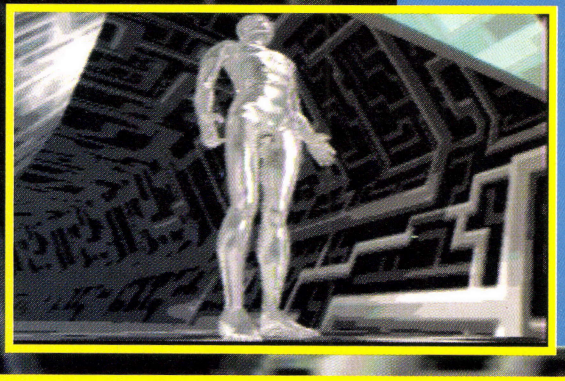
THE LAWNMOWER MAN

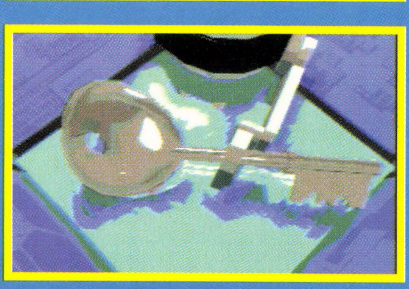
The Sales Curve is bringing its breathtaking PC game *The Lawnmower Man*—based on the movie of the same name—to the Sega CD. Check out these 3-D rendered scenes from the game. No, those aren't cinematic sequences, they're from actual gameplay! The action scenes in this action/strategy hybrid have been enhanced to include more of the arcade-style stuff that Sega CD owners expect.

As Dr. Angelo, you must defeat the evil Cyberjobe and escape from his computer-generated world. The PC title offers a mix of action mini-games like the *Cyberboogie* level—it looks like *Sewer Shark* on steroids—and a host of boggling strategy puzzles (like building a maze to allow the "cyberbees" passage without being stung.) The Sega CD version will include similar content.









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CIRCLE #117 ON READER SERVICE CARD.

GAME:
Mighty Morphin Power Rangers
SYSTEM:
Super NES, Game Boy
PLAYERS:
N/A
AVAILABLE:
August (Game Boy)
September (Super NES)
MANUFACTURER:
Bandai
DEVELOPER:
Bandai

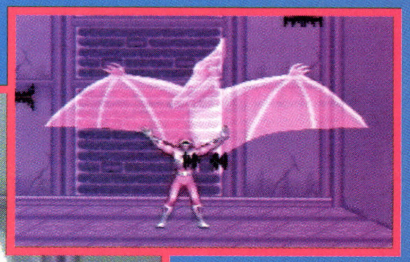
We've been watching the *Power Rangers* craze since Christmas, when obsessed parents and crying children ransacked toy stores all over the United States for the elusive toys. In Los Angeles, an appearance by the Power Rangers held in conjunction with an earthquake relief sale of *Power Rangers* toys caused freeways to be blocked and over 10,000 kids to harmonically converge on a small West-side toy store. After the toys were sucked out the store raised $200,000 for quake relief. Even the classified ads show signs of *Power Rangers* madness, with small-time thugs ransoming off the elusive pink and yellow rangers for over 200 bucks a pop.

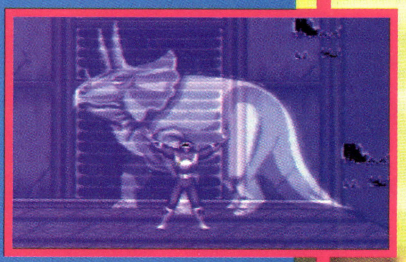
If you thought there had to be a *Power Rangers* video game on the way, you were right; in fact, there are several. We couldn't get photos of the Genesis version that's being developed for Sega by Bandai, but here we are with our exclusive scoop of Bandai's new *Mighty Morphin Power Rangers* games for the Super NES and Game Boy.

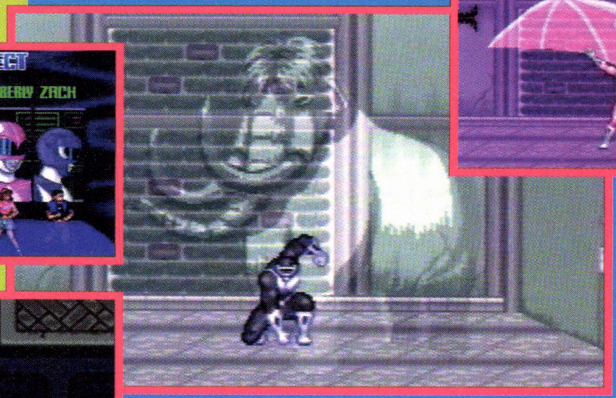
Though the Super NES version we saw was only 30% complete, we were able to witness first-hand the animation and preliminary sound in what could prove to be the hardest game in the world to buy. You'll be able to choose from one of the five teens chosen by Zordon to combat the evil Rita Repulsa and her alien buds. Choose one of the five rangers and morph your way through seven levels of non-stop alien action. You'll travel through the Rangers' hometown, through Rita's underground lair and to the final battle where you must use the combined forces of Megazord to finish off Rita and her evil minions.

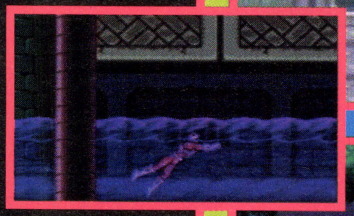
Mighty Morphin Power Rangers has some hot animation, impressive for a game that wasn't even halfway complete when we saw it. Each character has specialized moves to give the game personality. The character-to-screen ratio is also big, especially when you reach the Megazord battles where the game switches to *Street Fighter*-style one-on-one action. The designers informed us that the music will be taken right out of the show, with the original singers coming back to perform the title song for the game.

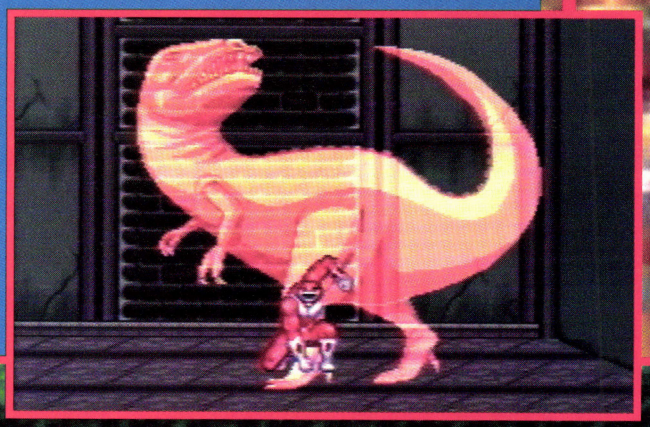
Will there be secret stuff? Let's hope so. With 16 megs to work with, there should be plenty of room for appear-

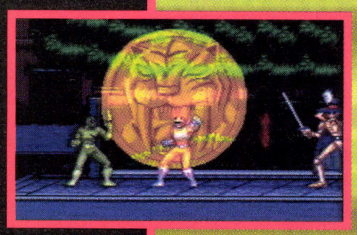


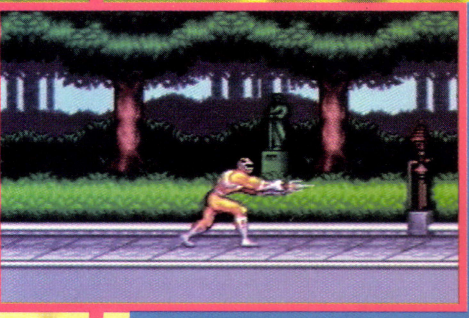


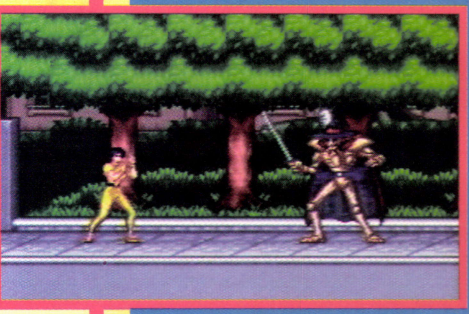






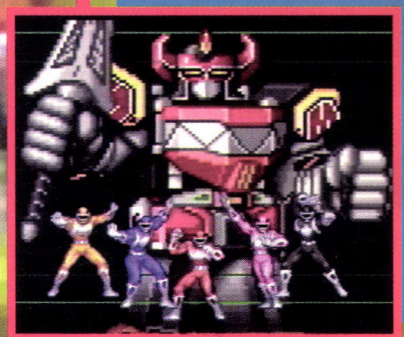


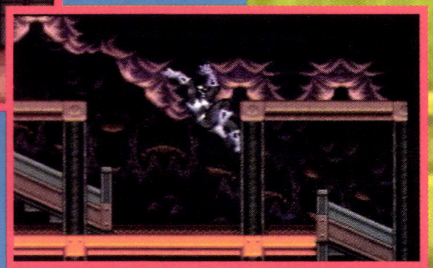


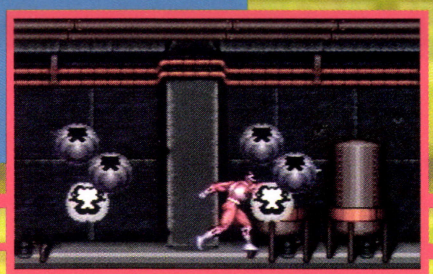


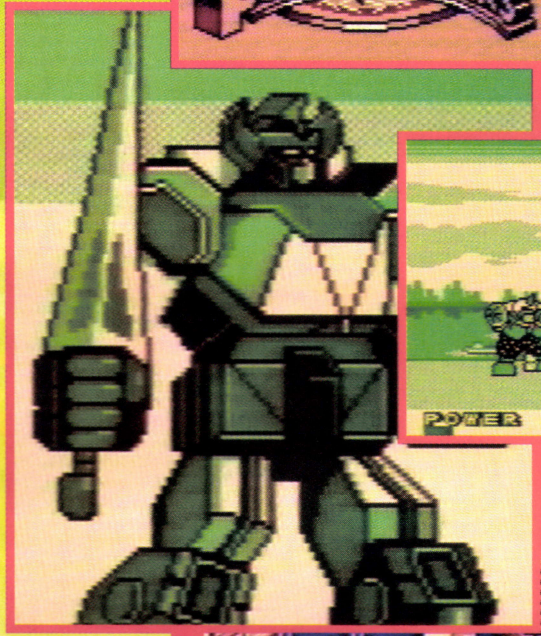
ances by the Green Ranger, Dragonzord, and maybe even the mysterious new White Ranger with his White Tigerzord.

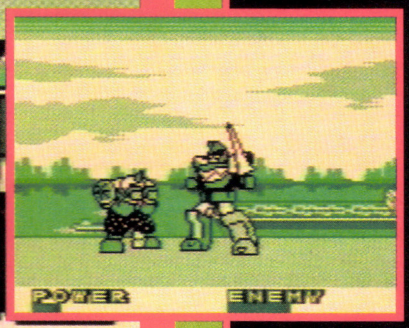
We also got an exclusive peek at *Mighty Morphin Power Rangers* for the Game Boy. This will be one of the first Game Boy titles to use the extended color and sound capabilities of Nintendo's new Super Game Boy peripheral (see page 13.) That means that all of the Rangers can appear on the TV in color to help the player distinguish between the characters. Though the game was 70% complete, it was really hard! The levels were a pain to get through and the monsters kicked us around. Look for this one in August, with the SNES game following soon thereafter.

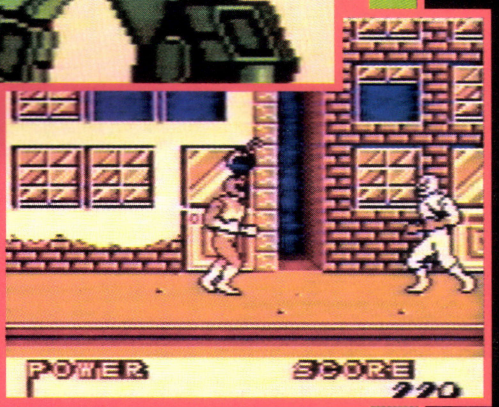


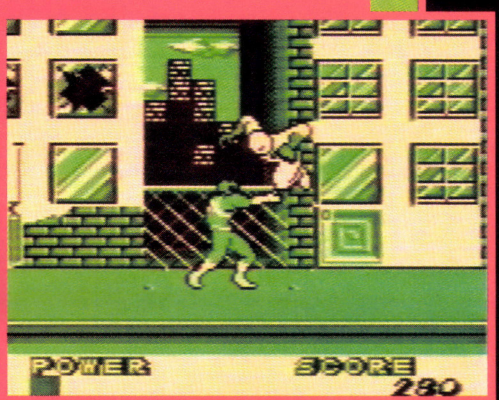




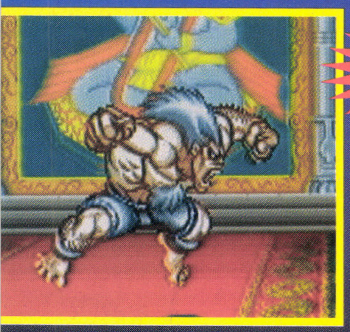








PREVIEWS



ARCADE

FIGHTING

STREET FIGHTER II TURBO

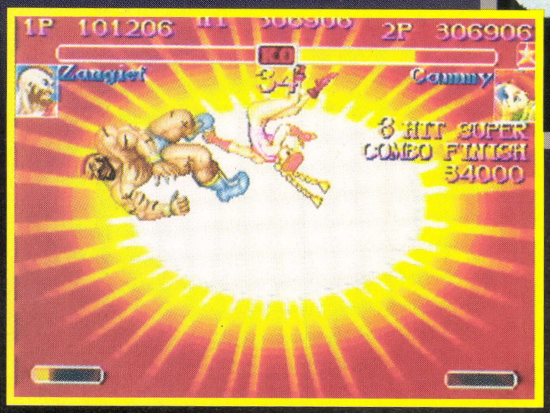
CAPCOM

1-2 Players

Coin-Op

Developer:

Capcom



Faced with the formidable task of sizing up Capcom's new *Super Street Fighter II Turbo* coin-op for thousands of readers—many of whom will have already beaten the game by the time the ink is dry on these pages—I took a philosophical approach. Sure, I expect a lot of players to thumb their noses at the game, slamming it with disparaging comments about how Capcom should never have abandoned the *Turbo* speed when the first *Super* was released. Luckily, there's a lot more in this upgrade than the variable Turbo settings. Most significant of the additions is the "SUPER" gauge at the bottom of the screen. It charges up during a round as you execute different attacks; when it's full, you can pull off a "Super" move by performing the joystick motion twice before completing one of your character's special moves with a punch or kick button.

The shadowy Super moves can't really be considered "new," though. That distinction is reserved for such sharp-looking attacks as E. Honda's head-slam-dunk or Blanka's sliding punch. The addition of several of these moves will change veteran players' strategies forever; Zangief's new "glowing hand," for example, is noteworthy because it can be used as an offensive weapon (for close attacks) or a defensive maneuver (it blocks fireballs!)

There are other new touches that help to distinguish the game from its predecessors—the screen flashes a blinding starburst if you finish an opponent with a special move, Vega can now pick up his claw from the ground after it's been knocked off, etc.—but the biggest buzz will undoubtedly center around the "secret character," Akuma. He's a big, mean-looking martial artist who replaces M. Bison as the game's final "boss" only if

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SYSTEMS

3DO CD-i Duo/TG-16

Game Boy Game Gear Genesis Jaguar

Lynx Neo•Geo NES SNES

GENRES

Action Adventure Fighting RPG

Shooter Simulation Sports Strategy

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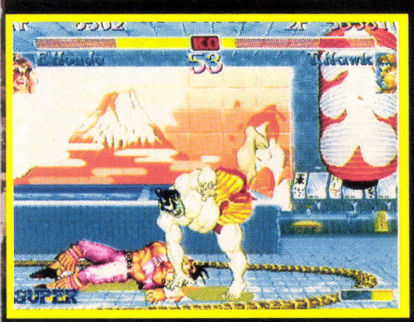
Is it really worth the money? Check out BANG FOR THE BUCK.

you satisfy certain requirements. While I'd hate to see arcade gamers walk away from the machine with a game in progress just because they did something that would disqualify them from reaching Akuma—like, losing a round, for example (hint, hint)—it is nice to see Capcom acknowledge the importance of secrets. If there's one thing I've learned from digging for secrets in

Arcade-goers and fight fans beware: *Super Street Fighter II Turbo* is here.



Mortal Kombat II, it's that the *Street Fighter* games haven't had enough of them.

When the dust settles, there are two reasons why *Super Street Fighter II Turbo* looks down on most fighting games from a great height. First, the graphics. Check out the photos on these two pages; each character is made up of dozens of frames of animation, most of which could stand up on their own as individual pieces of art. Certain bits of the original *Street Fighter II* which haven't been touched (some of Blanka's older poses come to mind) look kind of weak amid all of the new character art. Secondly, the combos are still the best around, and the game's rewarding of combination attacks with point bonuses really directs the player's attention to the true reason why fighting games became so popular in the first place. It ain't the speed, the blood, the moves or the art; it's the pure thrill of confrontation.

Finally, if you're still wondering why none of the four sequels is called *Street Fighter III*...well, I took a walk to my local pizza parlor to research that question. There's a *Street Fighter II* machine there—no "*Super*," no "*Turbo*," no "*Hyper Fighting*" and no "*Champion Edition*." Just eight fighters, no frills. Having played the new *Super...Turbo* the day before, I walked away in awe of how much the original game pales in comparison to its youngest direct descendant. It's still a great game, but the upgrades have come in such small increments that—without a side-by-side comparison—you might not be aware of just how much better it has become. If Capcom really doesn't believe that these last two games are worthy of the name *Street Fighter III*, my palms will continue to sweat in anticipation of the game that does earn that title, 'cause it's gonna have to be absolutely incredible.

—Chris Bieniek

GRAPHICS 9

The art in both the foreground and background is as excellent as ever; it seems like the animation of the newer moves just keeps getting better and better. I love the intro, too; how could anybody not love Cammy?

SOUND/MUSIC 8

The Q•Sound effects are still here, but the *Super* soundtrack has always seemed a bit too thin and trebly for my ears. It's good, but if I could change one thing I'd ask for Guile's original "Sonic BOOM!" back.

PLAYABILITY 10

Still the ultimate fighting-game control configuration; I had almost forgotten how much more natural it is to block by pointing the joystick away from your opponent instead of by pressing a designated BLOCK button.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	ERIC
8	7
NIKOS	BETTY
8	8

BANG FOR THE BUCK 9

THE LOWDOWN

Reviewing an arcade game with number ratings is an awkward process—you don't need me to tell you that *Super Street Fighter II Turbo* is a great game when you can find out yourself for the price of a token. Really, the only thing that's keeping me from giving this one an overall 10 rating is the need to reserve that number for the inevitable *Street Fighter III*. (Unlike the Marshall amps seen in *This Is Spinal Tap*, our review dial doesn't go to 11!)

SNES

SHOOTER

SPECTRE™

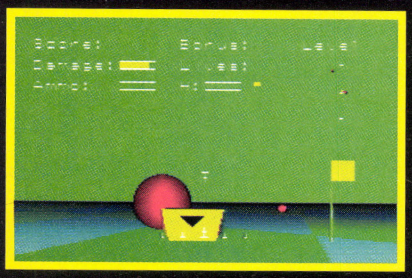
CYBERSOFT

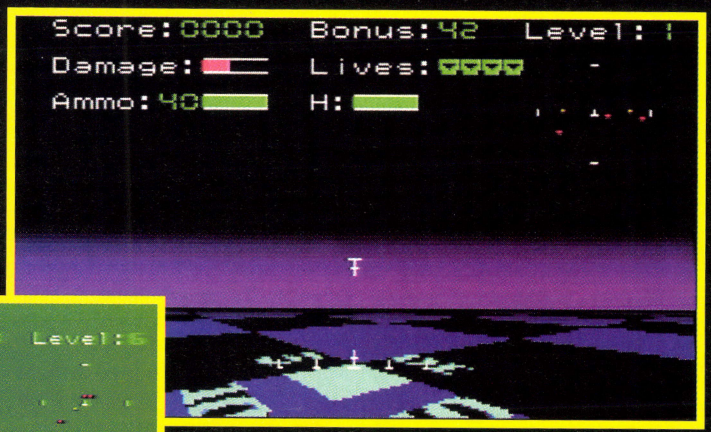
1-2 Players

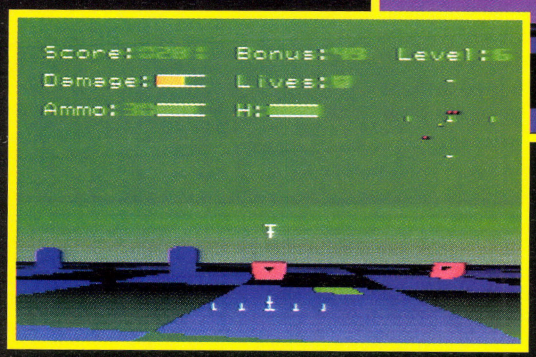
8 Megs

Developer:

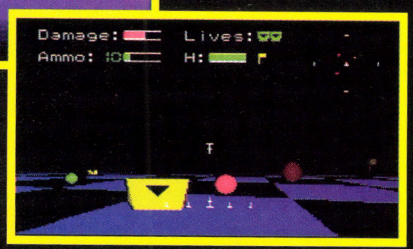
Synergistic Software







Here you are in a computerized arena—have fun shooting little yellow robots.



If you haven't played *Spectre* before, this is what it is: You are in a battle craft, called a "Spectre," and you're zooming around a computerized arena. The point of the game is to shoot the enemy so the enemy doesn't shoot you. These enemies are robots, which you can keep tabs on with your radar. You've also got to collect flags and ammo. Once you've shot enough robots and collected some flags, you'll move onto a higher level.

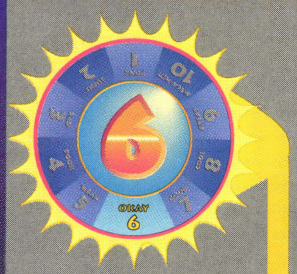
As you move from level to level, you begin to realize that all the levels are basically the same. The objective is the same, too. The only thing that changes is that there may be a few more robots to shoot and the colors in the background might be a little different.

What I do like about the game is the playability. The controls are precise, and everything runs pretty smoothly. I also like the fact that when you get more ammo, you'll also decrease the damage done to your spacecraft. It can get somewhat addictive.

The best thing about *Spectre* for the PC or Mac was its network play option. You obviously don't get that option with a full screen when you're playing on the Super NES; you're also limited to two players. Playing *Spectre* on the network made it scary, as well as fun. You just don't get that excitement playing by yourself on the Super NES.

Spectre might float your boat, but it had a hard time keeping mine above water.

—Betty Hallock



GRAPHICS 6

Spectre's graphics are pretty good. Nothing very exciting, which is what describes the game overall. I do like the colors in the game, and the way the sky turns green when a robot shoots at you.

SOUND/MUSIC 5

The sound effects are adequate, but you can't really hear the music. Even when you can hear it, it's not really the kind of music I like to play games to.

PLAYABILITY 7

The best thing about the game. It's really weird that your aircraft can jump over things. The playability is what makes the game somewhat addictive, but that's how a lot of shooter-type games are. It's just fun to shoot at things.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
7	7
NIKOS	ERIC
6	4

BANG FOR THE BUCK 7

THE LOWDOWN

This is a great rental game, especially if you've played *Spectre* on your Macintosh or PC before; it really screams on the Super NES. As far as shooter/simulator games go... well, there are better ones out there. It's cool that your spacecraft moves over a curved surface—and the two-player combat can be a lot of fun—but that's about the most interesting stuff in the game.

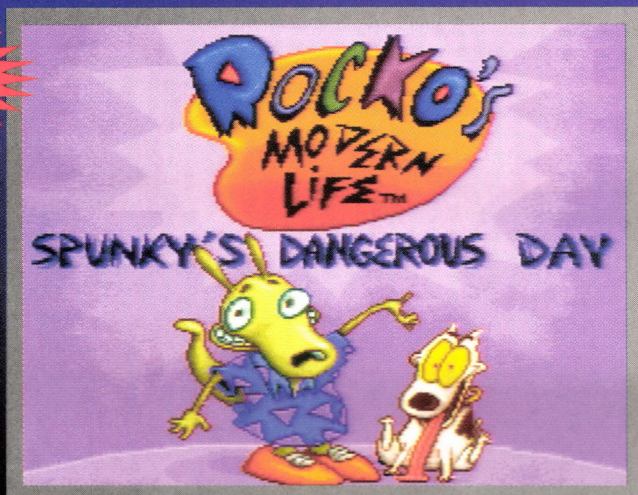
REVIEWS

Viacom New Media • 1515 Broadway, 30th Floor, New York, NY 10036 • (708) 335-1982 • $59.95

SNES

ACTION

STRATEGY



VIACOM NEW MEDIA

1 Player

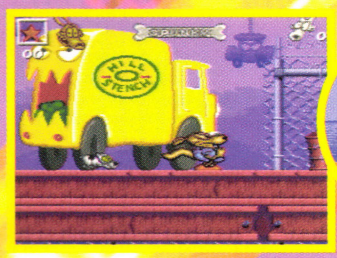
12 Meg

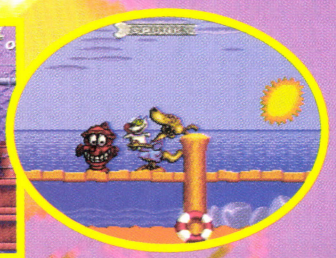
Developer:

Viacom

I gotta admit that I've never seen the cartoon upon which *Rocko's Modern Life* is based—I stopped watching Nickelodeon in protest after they fired John K. and screwed up *Ren & Stimpy*—but I might have to check out an episode after playing this highly entertaining puzzle game, which resembles the illegitimate offspring of *Mario & Wario* and *The Lost Vikings*.

Viacom New Media enters the video game market with a game based on the semi-popular Nikelodeon cartoon.





The Rocko of the title is a walking, talking wallaby complete with long tail and annoying Australian accent; the Spunky of the subtitle is Rocko's dog, a mutt with a habit of getting into highly heinous situations. In each level, Rocko has to guide Spunky through a gauntlet of obstacles and bad guys to the golden fire hydrant at the finish, where Spunky presumably takes a victory whiz.

Rocko's quite the talented wallaby: he can jump, duck, punch, kick, and best of all, pick up and drop objects scattered throughout each level. Solving a level requires a combination of quick reflexes (jumping from platform to platform, punching out dangerous creatures in Spunky's path) and using the right objects at the right time. Some of the more helpful objects include food (to restore the energy that Spunky loses from bumping into enemies and obstacles), chili peppers (to increase Spunky's walking speed), 1-Ups (duh), and shields (to make Spunky temporarily invincible).

Each level is absolutely massive, so the designers threw in two excellent features. Feature one: checkpoints (red fire hydrants) in each level. If Spunky kicks the bucket, he starts his next life at the last checkpoint he reached. Feature two: When you pause the game, you can scroll around the entire level to see what's ahead.

Rocko's only weakness is that the gameplay is much too difficult for players under 8, the age group most likely to know about *Rocko's Modern Life*, and the most likely to be attracted to the cute & cuddly graphics. Rocko is plenty tough on the easier of the two difficulty levels; I can only imagine the pain and suffering it would cause a player who's currently getting hooked on phonics.

-Zach Meston

GRAPHICS 8

The title screen and intermission graphics are crude, but the animation is very colorful and disgustingly cute. For example: when Rocko picks up Spunky to steer him in a new direction, Spunky lovingly licks Rocko's face.

SOUND/MUSIC 6

The weakest part of the game. The intermission scenes have lots of sampled speech from the cartoon, but the sound and music DURING the game is blah (with the exception of Spunky's tragic/comic yelp).

PLAYABILITY 8

The controls are responsive and each level nicely balances the fun/frustration factor. The level checkpoints and password system—a word is given after every fourth level—keeps the repetition to a minimum.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
6	8
NIKOS	BETTY
7	6

BANG FOR THE BUCK 7

THE LOWDOWN

You've probably never seen the cartoon, but *Rocko's Modern Life* is just as much fun whether you're a fan of the show or not. There's plenty of variety in the graphics and gameplay, and each level is hard enough to make you work without being stupidly difficult. The sound effects are disappointing, and having only 16 levels is also a downer, but that's about all I can whine about. A very promising first effort from Viacom New Media; here's hoping the *Beavis and Butt-head* game is this good!

REVIEWS

Imagineer America, Inc. • 15317 N.E. 90th Street, Redmond, WA 98052 • (206)867-5790 • $54.95

SNES

STRATEGY

Super LOOPZ

IMAGINEER PRESENTS
SUPER LOOPZ
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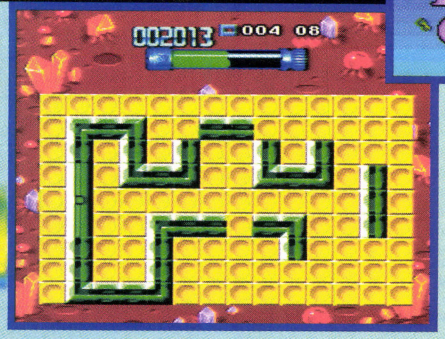
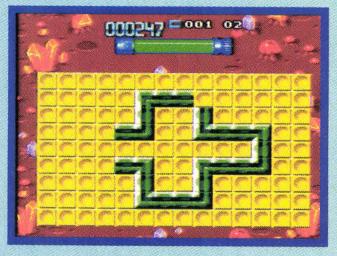
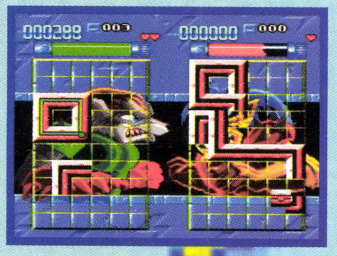
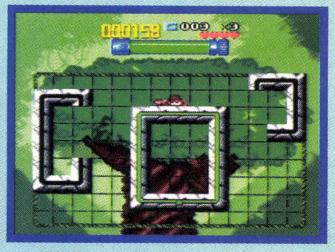
imagineer

1-2 Players
4 Megs
Developer:
Graffiti









Make polygons and get addicted quick in the thinking game *Super Loopz*.

Some of the most accessible games do not involve firing pink or blue guns, doing Killer Kombos or Sonic Booms. Some of the most entertaining and intelligent contests are the ones anyone can learn to play in 2.2 seconds. Remember the colorful and impossible Rubik's Cube...or (more recently) *Tetris*? Then there's one of my current favorites: *Puyo Puyo*, a Japanese Megadrive game which was converted to *Dr. Robotnik's Mean Bean Machine* when it reached this country. Into this genre of addictive and brain-twisting games comes *Super Loopz*.

There are four modes of play to choose from—each with 21 levels—and they're all pretty different:

• In the **Arcade** mode, the game involves moving the given pieces around a playing field to form a polygon. When you get a specific amount of shapes completed, you can move to the next level and this can go on and on and on, but you have to watch out for the time. Also don't forget the bonus levels; one way they come up is when you form the polygons the hard way—with 14 or more corners! There's a two-player mode where you share the playing field, so you can be enemies or you can work together.

• The **Standard** mode is just a bare-bones game with no bonus stages. Much like a simple *Tetris* game, it's perfect for beginners.

• Like *Puyo Puyo*, there's a **Challenge** mode where you can compete against a friend. At first it seems like it's a challenge for points, but it's tougher than that—there's interaction. When you make an eight-cornered shape, a permanent block gets stuck on your opponent's playing field.

• Then there's the **Puzzle** mode. Remember the game *Simon*? It's a bit different but this works. A shape is shown on the screen and pieces are broken off one by one leaving gaps. The challenge starts when the pieces come back up in different order and your job is to fix the shape back to an enclosed form. It doesn't have to end up as the original shape, but it works best if you can match it.

Super Loopz isn't just a puzzle game with no excitement. There are cool backgrounds with stars, fruits and gorillas that pop in and out to distract you. The soundtrack delivers a *Mario*-esque Super NES tune that continues and pounds into your skull...which *also* seems like it's there to distract you.

There's not much more I can say about *Super Loopz*, except that it's a perfect family game that deserves to be a hit. Puzzle-game fans will be stuck on this one for ages.

—Eric Nakamura

GRAPHICS 8

Not a bad-looking game; that is, it's a puzzler so the graphics don't have to be great. Considering that it's only a 4-Megabit cartridge, you can't expect too much; hey, I thought the crazy gorillas were nice.

SOUND/MUSIC 8

Nothing exciting...but then again, it is a puzzle game. It works with your stereo or T.V. on. The sound may or may not be there to annoy you, but it is clean and tolerable for short periods of time.

PLAYABILITY 8

Super Loopz plays a lot like *Tetris:* Spin the shapes around and drop them on the playfield. The only knock is that the pieces could move a little bit faster, but that doesn't affect the fun at all.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
6	7
NIKOS	BETTY
7	6

BANG FOR THE BUCK 8

THE LOWDOWN

Super Loopz is a great cartridge for everyone who likes *Tetris*-style games, and I can't think of too many people who don't. No shooting or fighting this time; this is an entertaining puzzler that takes brains. If you don't have any, then stay away from this game and get off of my planet!

REVIEWS

Taito America Corp. • 390 Holbrook Drive, Wheeling, IL 60090 • (708) 520-9280

SNES

ACTION

TAITO

1 Player
8 Megs
Developer:
Taito

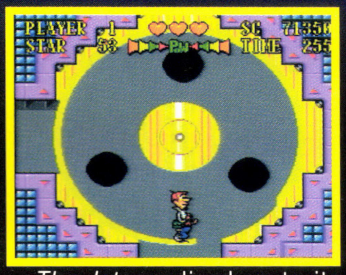
EDITORS' RATINGS

GORE	8
CHRIS	8
ERIC	7
BETTY	9

One of the coolest games at the Winter CES in Vegas was Taito's *The Jetsons: Invasion of the Planet Pirates*. The graphics were hot and the game play was different—not just your the regular run and jump action game.

When the game finally flew into our office, I was as excited as an electron during a super nova; I could finally fulfill my lifelong dream of slapping skins with that wacky family of the future. As George, you get to capture villains and cling to walls and ceilings with your "suck gun".

Meet George Jetson... and his suck gun!



The Jetsons lived up to its promise. It's not really a game for kids; the challenge of mastering the controls is a bit too high for younger players. Fortunately, the unique suck gun action and cool, colorful "boss" characters—some with "Mode 7" effects—make this one a futuristic hit.

—Nikos Constant

GRAPHICS 9

The Jetsons stays true to the '50s—themed cartoon. No *Mortal Kombat* dread here, just various shades of the spacey spectrum.

SOUND/MUSIC 7

Just the sound of a vacuum cleaner mixed with variations on the *Jetsons* theme. A lot could have been added with better sound FX.

PLAYABILITY 8

The control is fabulous. George moves around using a vacuum cleaner to cling to walls or suck and spit enemies. Inventive and fun!

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 8

THE LOWDOWN

The levels are varied and challenging, and I was addicted to the bright colors. It's fun to suck your way all over the universe, though I would have liked to have seen more of the rest of the family. I'd buy this game!

Taito America Corp. • 390 Holbrook Drive, Wheeling, IL 60090 • (708) 520-9280

SNES

ACTION

TAITO

1-2 Players
8 Megs
Developer:
Taito

EDITORS' RATINGS

GORE	6
CHRIS	7
ERIC	4
BETTY	5

The Flintstones is the easiest game I've ever played and I can't figure out why. I popped it into my SNES around ten o'clock at night (Just after I'd brushed my teeth) and a mere three hours later, I had completed the game. I don't think it's aimed at preschoolers, but it sure was easy.

A two-player game, *The Flintstones* sort of combines a board game with a video game. You play either Fred or Barney and roll a simulated die to find your way around Bedrock. Your goal is to earn the Grand Poohbah's position as leader of the Order of Buffalo. Between die rolls, you get to play in a racing simulation, game show or regular side scroller. *The Flintstones* is cool, but if you're wary of plunking down cold cash for an easy game, try before you buy.

—Nikos Constant

***The Flintstones* has a good concept, but it's way too short.**

GRAPHICS 6

Lots of browns are used. Though the cartoon is simple, *The Flintstones* could have used some better graphics.

SOUND/MUSIC 5

Like the *Jetsons* game, mostly variations on the *Flintstones* theme song. If you're into the song, just buy the new Snowboy LP.

PLAYABILITY 7

The controls and variety of scenarios are appealing. Fun while it lasted, but—and I can't stress this enough—it just doesn't last.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 4

THE LOWDOWN

The Flintstones has a diverse game field, covering the spectrum of action, simulation, and strategy, but it's just too short. Hardcore gamers can rent it, finish it, and go back to watching the cartoons on TBS.

REVIEWS

GENESIS

ACTION

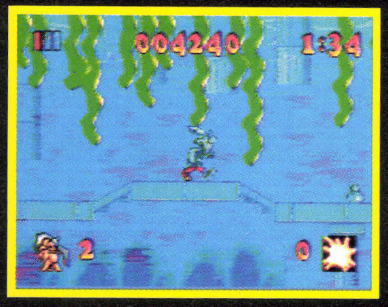
SEGA

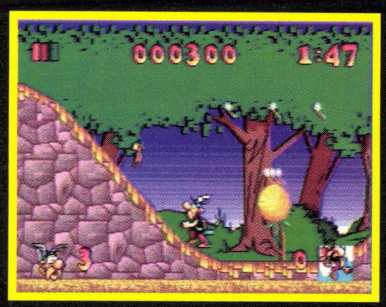
1 Player

16 Meg

Developer:

Sega U.K.

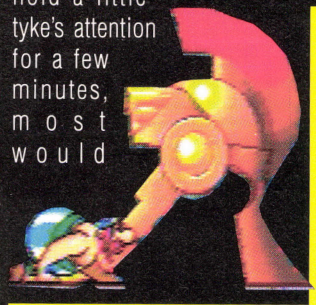


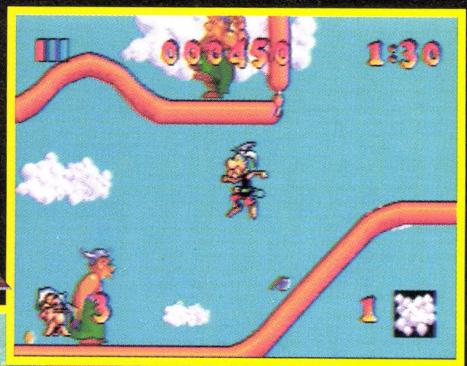


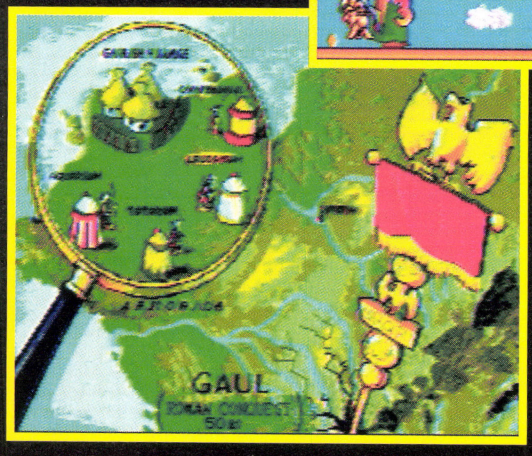
In a far-away land called Europe, the mustachioed hero Asterix is a major success story in the cartoon and comic world. I hear this is the reason why kids exist out there. Unfortunately, this weak Genesis game could be the reason why Benny Hill kicked the bucket.

Most of us like a good platform-jumping action game, but *Asterix and the Great Rescue* takes no prizes at the county fair. Though it might be able to hold a little tyke's attention for a few minutes, most would rather have a popsicle. Choose between Asterix or Obelisk; Asterix is the skinny short dude and Obelisk is the big round one. Both of these guys do just about the same thing, which is a joke—an obese character like Obelisk should be grounded by gravity, yet he can jump just as high as Asterix.

There are enemies—old men, mostly—to sock up and coins and special magic tools to collect. The magic spells are probably the game's coolest feature, since there's a bit of fun to be had in looking for these items and figuring out how to use them most effectively. The look of the game is very circus- and carnival-like, with a lot of pastel colors like light orange and light yellow, but there's really nothing new here in the areas of graphics or sound. Even the game's premise uses a tired old idea: Your goal is to save the life of the character you're not playing.







Asterix and Obelisk are huge European cartoon stars.

This isn't even the first video game to use these characters; in fact, there are obscure *Asterix* games for the Atari 2600 and Sega Master System that would probably give you more of a thrill just because they're sought after by collectors. For a Genesis game, this one just can't hold a candle to any of Sega's own Sonic the Hedgehog or Mickey Mouse titles.

—Eric Nakamura

GRAPHICS 5

The bright colors are more of a gimmick than a real asset, and the animation is just average. European game magazines may rate *Asterix* higher in the graphics category because they know the characters, but I couldn't find much to like.

SOUND/MUSIC 4

Much of the music sounds like a dorky whistle; in fact, the game's soundtrack in general seems like a haphazard bunch of electronic noise. It's not a real pleasure to listen to.

PLAYABILITY 5

Movement in *Asterix* is slow and insincere. Even if it's being marketed as a game for kids, it's no fun to play. Electro Brain's SNES *Asterix* game—while no award-winner, either—at least had half-decent control and speed.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
5	6
NIKOS	BETTY
5	6

BANG FOR THE BUCK 4

THE LOWDOWN

It's not easy for a company to follow up a hot platform game like *Sonic 3* with a mediocre side-scroller, especially when the game's biggest asset is a license that very few people in this country are familiar with. While an extremely patient player may enjoy sorting out the crude puzzles and finding hidden objects in *Asterix and the Great Rescue*, you'll still cringe when you see the game's cookie-cutter look and lack of speed. Stick with the cat with the blue spiked hair instead.

REVIEWS

IF YOU SNOOZE— YOU LOSE!

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1994 ELECTRONIC GAME MAGAZINE AWARDS — "MOST HUMOROUS"

DIE HARD GAME FAN MAGAZINE — "MOST WANTED"

VIDEO GAMES MAGAZINE — "PERFECT 10 RATING"

ELECTRONIC GAMING MAGAZINE —"EDITOR'S TOP 10"

SWAT PRO — "BEST BET"

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CIRCLE #118 ON READER SERVICE CARD.

Arena Entertainment, A Division of Acclaim Entertainment, Inc. • 71 Audrey Avenue, Oyster Bay, NY 11771 • (516) 624-8888

SEGA CD

FIGHTING

MORTAL KOMBAT

MIDWAY

ARENA

1-2 Players

CD-ROM

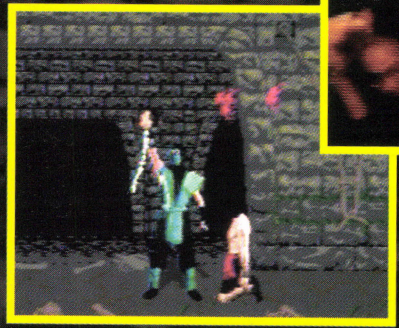
Developer:

Probe Software Ltd.

Why make a Sega CD version of an already near-perfect game? To add more cool stuff, right? Well, *Mortal Kombat* for the Sega CD doesn't quite have enough upgrades to make it worth owning two copies.

The game includes some intense techno-music with samples from the game that open the title, along with footage from the TV commercial. Forget about the "blood code", though; Acclaim chose to release the Sega CD game with an MA-17 rating, which means that the game's default setting has the full blood and fatality moves intact.

The characters have more frames of animation—and it does look cool—but a casual glance at the game won't give you the impression that the graphics are any different from the cartridge. The fighters are still the same size and the backgrounds are almost exactly the same (although certain scenes do include some additional background animation). In the heat of battle, does it really matter?



PREPARE YOURSELF...to see this message over and over.

All in all, *Mortal Kombat* is a great game, but I really expected more from the Sega CD version. Let's hope there are some great Easter eggs in there; maybe we can finally play as Goro, Shang Tsung or Reptile. At least *that* would give us a reason to really get excited about this new translation.

—Chris Gore

GRAPHICS 8

Yes, the animations for your favorite kombatants are improved...but not by much. The full-motion video scenes of the characters flexing are great, but the music video/TV commercial at the beginning looks like mud.

SOUND/MUSIC 9

This is obviously the biggest strength of the Sega CD version—Raiden can finally scream his trademark battle cry as he lunges at his opponents. The music is moody, it has a good beat and you can dance to it.

PLAYABILITY 4

The control is still there, the moves are the same, the fatalities are also the same—but that loading time! I expect little pauses here and there, but that "Loading..." message reminds me of the old, clunky Commodore 64!

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

CHRIS	BETTY
7	8
NIKOS	ERIC
8	6

BANG FOR THE BUCK 6

THE LOWDOWN

If you already own the cartridge version, there aren't many reasons to purchase *Mortal Kombat* for the Sega CD. The "loading" time completely slows down any momentum you may have built up during the game. There are even slight delays during the game action: When performing a fatality, you have to wait for the game to load the fatality animation from the CD! Luckily, the arcade-quality music and sound effects are excellent; they save the game from being a total loss.

REVIEWS

Extreme Ent. Group, Inc., A Division of Absolute Ent., Inc. • 10 Mountainview Rd., Suite 300 South, Upper Saddle River, NJ 07458 • (201) 818-4800

SEGA CD

STRATEGY

Extreme

1 Player
CD-ROM
Developer:
Micronet, Inc.

EDITORS' RATINGS

GORE	5
NIKOS	7
CHRIS	6
BETTY	5

GRAPHICS 6

Half the game is spent looking at text-filled menus, the other half in a ¾-view battle sequence with depressingly wimpy explosions.

SOUND/MUSIC 4

The music is an array of forgettable military ditties, and the voice acting ranges from hysterically overdone to just plain sucky.

PLAYABILITY 7

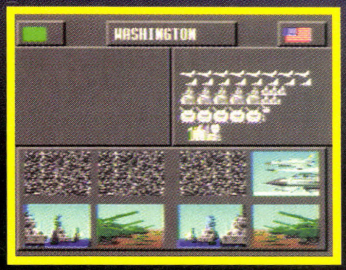
An unavoidably complicated interface (world domination ain't exactly simple, y'know?) is made bearable by the manual's helpful tutorial.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 7

THE LOWDOWN
The detailed gameplay and total absence of action scenes make *Third World War* an excellent choice for war and strategy gamers, but there isn't enough audiovisual pizazz (especially for a CD) to hold most players' attention.

Third World War is a Koei-esque (yeah, it's a word!) war game with a simple goal: Take over the world using a combination of cloak-and-dagger diplomacy and military prowess. There are five different scenarios and 16 countries to choose from. At first, you'll want to play with world powers such as the United States or Russia; once you've mastered the game, you can move on to economic and military giants such as France or Libya (heh heh).



Have oodles of fun subjugating billions of people in the Sega CD war game, *Third World War*.

Third World War's strengths: A detailed manual, a well-designed menu-driven interface, and the great variety of attack vehicles. Weaknesses: The graphics—especially the explosions—are lacking, the voice acting is tragic, and there's no support for the Mega Mouse (dorky name, nice controller).

—Zach Meston

Dynamix, Inc. • 1600 Mill Race Drive, Eugene, OR 97403 • (503) 343-0772

SEGA CD

ADVENTURE

Dynamix

1 Player
CD-ROM
Developer:
Dynamix, Inc.

EDITORS' RATINGS

GORE	4
NIKOS	5
CHRIS	5
BETTY	4

GRAPHICS 7

All of *ROTD*'s visuals are decently drawn but very grainy, no doubt the result of being converted from the 256-color PC original.

SOUND/MUSIC 4

The tunes are average, but I haven't heard voice acting this bad since *Last Alert* for the TG-16 (which I still listen to for big laughs).

PLAYABILITY 6

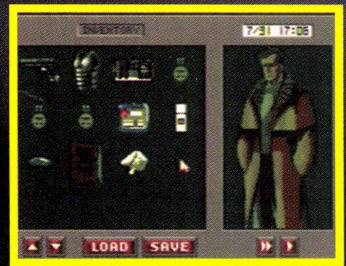
The interface is decent, but the game design is like the adventure-gaming equivalent of *Bubsy*: Make a single mistake and you're dead meat.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 7

THE LOWDOWN
Rise of the Dragon has some tricky puzzles, but the bad voice acting and fuzzy graphics detract from the fun. If you're into graphic adventures, buy *Jurassic Park* or *Monkey Island* before you even consider *Dragon*.

Rise of the Dragon is a graphic adventure based in a cyberpunk future. (It's also a conversion of a two-year-old computer game.) You're Blade Hunter, a private dick racing against time to stop a demonic drug dealer from taking over Los Angeles. There are items to pick up and puzzles to solve (as you'd expect in a graphic adventure) along with two simplistic arcade sequences near the end of the quest.



***Rise of the Dragon* finally arrives—with enough violence and "adult" language to earn an MA-17 rating (cool!).**

Strangely, *Dragon* comes in the cardboard packaging of early Sega CD titles instead of the now-standard plastic case. There's also no rating on the box or manual, yet Sega's press release mentions *Dragon*'s well-deserved MA-17 rating; not since my mom stubbed her toe a few weeks back have I heard so much cussing!

—Zach Meston

Turbo Technologies, Inc. • 6701 Center Drive West, Suite 500, Los Angeles, CA 90045 • (310) 641-4622

DUO/TG-16

SHOOTER

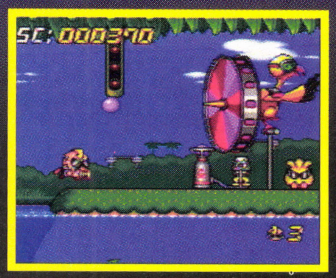
T•T•I

1 Player
Super CD
Developer:
Hudson Soft

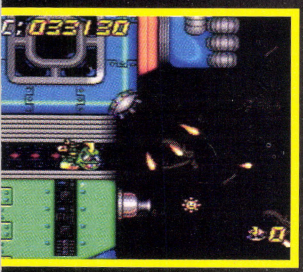
EDITORS' RATINGS

GORE 7
NIKOS 6
CHRIS 7
BETTY 7

Zonk is one of the coolest characters to pop out of the video game marketing machine. Cute and tuff, he can fly, shoot, and morph his way through TTI's new game for the Duo, *Super Air "Zonk"*. Unfortunately, being a veritable killing machine with mad styles, he's a bit *too* tuff. Using your trusty Zonk-killer, you'll be able to beat the game faster than you can say "Johnny Turbo".



Zonk grooves through the game like Shaggy grows his goatee. Smooth.



There are only five different levels to shoot through. Of course, each one has its own theme with customized weapons and armor for Zonk to use. For a Super CD game, this is not a lot of play for your money. It reminds me of *Sonic CD* because of its cool cuteness...and lack of long-term play value.

If you're desperate to play a new Zonk game, check this one out. If not, save your money and buy candy.

—Nikos Constant

GRAPHICS 7

The graphics are good. Nothing that will make your jaw drop, but good enough for you not to play the game and say to yourself...Why?

SOUND/MUSIC 5

Generic Duo CD music. I think Zonk deserves a better soundtrack. How about a beat, boys?

PLAYABILITY 7

This is a shooter so you already know how to play. The change of weapons and armor is fab, more creative than most games out there.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 5

THE LOWDOWN

Zonk is cool, but *Air Zonk* is just too darn easy for a CD shooter. A little more time should have been spent developing the game—make the stages longer, tweak the difficulty level...anything to make it more memorable.

Philips Interactive Media • 11111 Santa Monica Blvd., Los Angeles, CA 90025 • (800) 824-2567

CD-i

ADVENTURE

PHILIPS

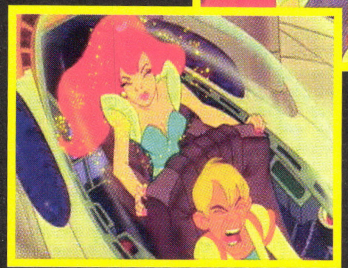
1 Player
CD-ROM
Developer:
Superclub

EDITORS' RATINGS

CHRIS 7
NIKOS 8
ERIC 5
BETTY 7

REVIEWS

Some people are satisfied simply watching cartoons, but imagine being able to play one? If you're a proud owner of a Philips CD-i unit, now you can immerse yourself in the original *Space Ace* laserdisc game. Arcade dwellers from the eighties will remember this classic well. Utilizing the same gameplay as *Dragon's Lair*, you'll choose your path on the D-pad and hope to avoid a horrible death. Unfortunately, I find this game incredibly frustrating to play. The response from the controller just isn't there. If I want to torture myself that much, I'll watch the Senate Sub-Committee hearings on video-game violence. Still, the animations from Don Bluth's studios are a hoot! Love to watch that Kimberly run away from Borf. Rarrr....



Get ready for repetition—the cartoon is fun to watch though.

—Chris Gore

GRAPHICS 10

The graphics are so good you'll forget you're playing a game. Like having the old laser disc arcade game in your very own home. Perfect!

SOUND/MUSIC 8

Like any good cartoon, lotsa cool music and kooky effects. But the sound of Ace getting zapped just rings in my head over and over and over....

PLAYABILITY 5

Space Ace has the same problem as the original arcade game: It's no fun to lose and see the same sequences over and over again.

EASY MEDIUM DIFFICULT

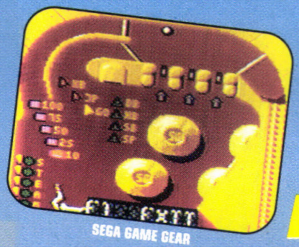
BANG FOR THE BUCK 7

THE LOWDOWN

A perfect arcade translation. However, this game is more entertaining to watch than it is to play—just let me see the cartoon! It's just too frustrating to play. (Although the various death sequences are amusing.)

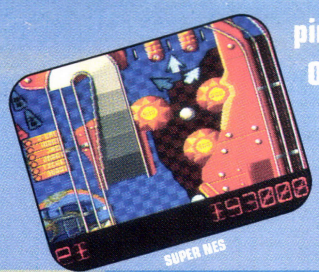
GAMETEK

PINBALL DREAMS



BUMPER TO BUMPER ACTION.

It's fast. It's crazy. It's going to give you pinball elbow. You may be a pinball wizard, but are you sharp enough for Arrow Roll-Overs? Can you shoot the Sun-Run without getting burned? Can you make it to Midnight for 5 million points? Can you go for the tilt feature and still keep your equilibrium? Pin yourself to the screen and go for the big score.



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GAME GEAR

ACTION

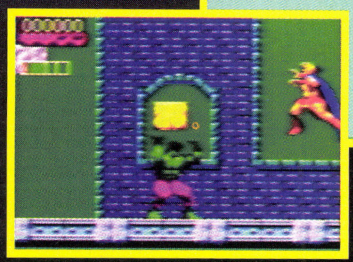
1 Player
4 Meg
Developer:
Probe Software Ltd.

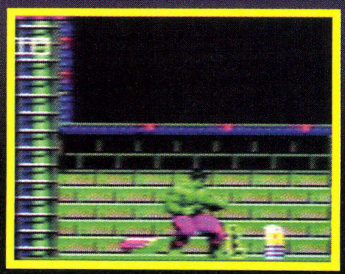
EDITORS' RATINGS

GORE	8
NIKOS	8
CHRIS	9
BETTY	8

Last month I reviewed *The Incredible Hulk* game for the Genesis and gave it a review as strong as the Hulk's big green biceps. Unbelievably, this month I give an even better review of the Game Gear version.

All I can say is that if you own the Game Gear, then you should buy *The Incredible Hulk*. Today. The graphics are almost as good as the Genesis, and I would argue that the the intermission screens are better. It's like watching a comic book come to life.





***The Incredible Hulk* proves that a game can have both bosses and power-ups that are mighty.**

The biggest drawback to the game is the sound. By the second level, I was so sick of the blippy music that I was ready to kill my neighbor's dog. It's not really Probe's fault; the Game Gear's sound is typically weak.

Though it's kind of easy, *The Incredible Hulk* is well worth your hard-earned cash.

—Nikos Constant

GRAPHICS 9

Excellent, except for some minor flicker when there are a lot of enemies or objects on the screen. Intermissions are like animated comics.

SOUND/MUSIC 6

The normal Game Gear sounds. After a while you'll probably turn off the sound and put on an old soul record to chill with the green man.

PLAYABILITY 8

The same as the Genesis version, except there are fewer secret moves. It's kind of easy because you can just avoid a lot of the nasties.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 9

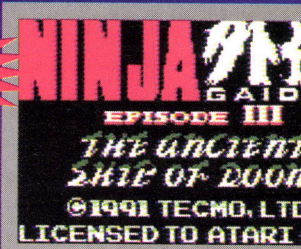
THE LOWDOWN

Crank out the Irish Spring soap, because you'll be obsessed with the gigantic green guy from the get-go. The easy level is a bit too simple, but you'll still be far out and jacked into the Hulk's matrix. Buy it.

Atari Corp. • 1196 Borregas Avenue, Sunnyvale, CA 94089 • (408) 745-2000

LYNX

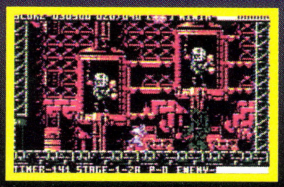
ACTION

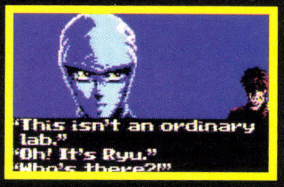


1 Player
2 Megs
Developer:
Atari

EDITORS' RATINGS

GORE	7
NIKOS	7
ERIC	7
BETTY	7





Ryu lives on the Lynx! (No, not *that* Ryu....)

Tecmo's *Ninja Gaiden* games for the good old NES were among the best-looking, most playable games available anywhere. When Atari released *Ninja Gaiden* for the Lynx, some players were surprised that it took after the pure combat action of the original *NG* arcade game rather than the brooding intensity and full-on "cinema scenes" of the home versions. This sequel reverses the trend: *Ninja Gaiden III* looks just like the NES game of the same name, right down to the character animation...and no, that's not an insult.

While it's not perfect, the game does grow on you after repeated play; the difficulty curve seems excruciatingly well-designed. It really reminds me of the abundance of Ninja games that hit the shelves in the late '80s; now I'd venture to say there's a shortage of 'em.

—Chris Bieniek

GRAPHICS 7

The art is detailed—and the intermissions, as usual, are excellent—but the characters are tiny and there just aren't enough colors used.

SOUND/MUSIC 6

The music could have been a little less frantic and more atmospheric. I'm still waiting for a Lynx game that sounds as good as *Klax* did.

PLAYABILITY 8

The controls respond well, and the game's tough...but it doesn't cheat. The locations and movements of the enemies are fiendishly precise!

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 7

THE LOWDOWN

Ninja Gaiden III is a great action game that outclasses the first *NG* Lynx title by virtue of its great playability. Too bad they skipped right over *Ninja Gaiden II*, which I considered to be the best of Tecmo's original NES trilogy.

REVIEWS

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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play on the high-tech cutting edge with this line-up: Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer, Panasonic 3DO and Atari Jaguar (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

				S	___
		E			___
E	N	T	R	Y	W
	T				___
				M	___

MYSTERY WORD

WORD LIST and LETTER CODE chart

ENTRY .....W	CHASE.....G	WINGS .....P	STORM .....E
MAJOR ....H	MICRO.....M	DREAM .....R	NINJA.....B
METER .....F	QUEST.....O	TURBO .....T	RULER.....S
RANGE ....A	TOWER .....J	FLINT.....U	HEAVY.....Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes! ENTER ME TODAY, HERE'S MY ENTRY FEE:

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CIRCLE #120 ON READER SERVICE CARD.

3DO

SIMULATION

ACTION

THE HORDE

CRYSTAL DYNAMICS

1 Player

CD-ROM

Developer:

Toys For Bob

Crystal Dynamics is taking chances. The company's newest 3DO game, *The Horde*, combines a simulation/strategy game with a sword-swinging action onslaught. Unfortunately, the game spreads itself too thin by trying to cover both genres at once.

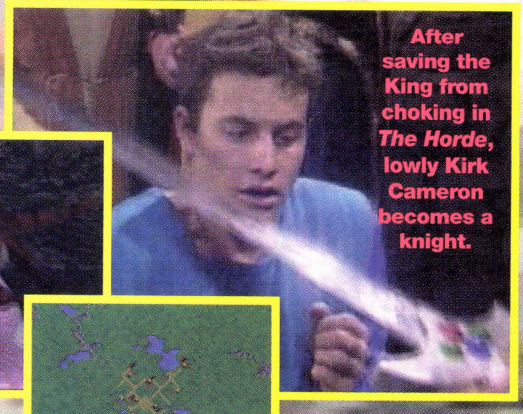
As the newly-knighted Chauncey, you must earn enough money to pay taxes and fortify your village with enough fences, spiked pits and mercenaries to keep the attacking "hordlings" at bay. At the end of each season, money is earned by cashing in on your crops and cows. More villagers means more people to grow crops, so protecting the townsfolk during a hordling assault is a wise investment.

The Horde is split into two gaming modes: village-building and horde-battling. As separate games, these sections both fall short of greatness. In the village-building mode there isn't enough detail to satisfy sim/strategy gamers, and the two-minute time limit forces strategic thinkers to make careless decisions. In the horde-battling mode Chauncey has a characteristically low health bar—making it tough to keep him alive—and the action is slowed when there are more than four characters on screen at one time. The designers should be applauded for splicing these two game genres, but the end result—despite stunning graphics, clever video clips and the most lifelike cows any computer artist has ever created—feels more like *work* than *play*.

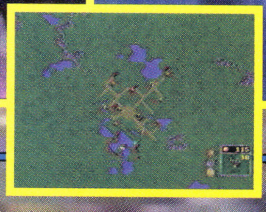
In the game's 3/4 overhead viewpoint, houses and trees tend to obstruct the player's line of vision. I found myself allowing the hordlings to chomp down the houses, just so I could get a better look at them before popping them with my sword. The angled perspective works great for the village-building mode—echoing games like *SimCity*—but it's detrimental in the horde-battling mode.

The full-motion video scenes in *The Horde* are definitely worth mentioning. Kirk Cameron of *Growing Pains* fame plays a bumbling fool even more convincingly than his angst-ridden young adult television character (makes you wonder....) Also of note is Michael Gregory's devilish portrayal of the Evil High Chancellor Maelor. Best of all of the FMV, though, is a public service announcement aimed at convincing unsuspecting human families to adopt a hordling. While the spokesperson rambles about the benefits of adopting a hordling, we see phony scenes of hordlings and humans happily cohabiting. More scenes like this one would have made the game more enjoyable.

—Jeffrey Adam Young



After saving the King from choking in *The Horde*, lowly Kirk Cameron becomes a knight.



GRAPHICS 9

Beautifully rendered graphics. Artist Mike Provenza created realistic, fluid movement in the characters. The first time you see a villager gracefully hoeing the land, you'll be reminded of the realistic animation in *Prince of Persia*.

SOUND/MUSIC 7

From a hearty Scottish jig to a driving Aboriginal beat, the music sets the mood of the land, but quickly gets repetitive. The accuracy of the sound effects can be summed up with one belch from a piranha hordling after feasting on a cow.

PLAYABILITY 4

Unfortunately, things happen so fast in *The Horde* that putting strategies into action can be more challenging than figuring them out. In the village-building mode the interface is a bit sluggish for the time allotted.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
9	7
NIKOS	BETTY
5	6

BANG FOR THE BUCK 5

THE LOWDOWN

Despite humorous video scenes, larger-than-life graphics and realistic moos and belches, *The Horde* is plagued by spreading itself too thinly and over-challenging gameplay. By combining two game genres that have been fully exploited on their own, *The Horde* has left too many logistical problems unsolved.

REVIEWS

3DO

STRATEGY

twisted

ELECTRONIC ARTS

2-4 Players
CD-ROM
Developer:
Electronic Arts

EDITORS' RATINGS

GORE 8
NIKOS 7
CHRIS 8
BETTY 8

GRAPHICS 8

Constituted almost entirely of video clips, this disc is loaded with images including computer-generated sets and shorts of old B&W movies.

SOUND/MUSIC 8

The game-show host has an annoyingly congenial tone, but there's some great sound bites, including a remake of TV's *Rawhide* theme.

PLAYABILITY 9

If you've got opposable thumbs and half a brain, this baby's ready to roll.

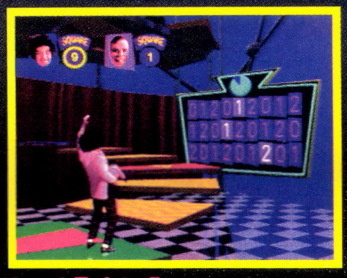
EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 9

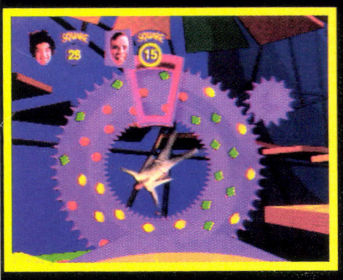
THE LOWDOWN

Twisted is just that. A crazy spiraling quest from inside your television set that gamers and non-gamers alike will enjoy. The most accessible video game for the 3DO is here.

The oddest and most lighthearted game yet for the 3DO is Electronic Arts' new *Twisted*. In a combination of board game and game show, two to four players roll their cyberdice and answer trivia questions or complete other tasks to advance past their opponents toward the top of a spiraling staircase playing area.



Get ready, get set, get *Twisted*!



What makes this game so odd? For starters, your game pieces are full-blown wacko characters like Howard the Evangelist or Uncle Fez the living Pez dispenser. You'll also see some kitschy commercials for wonder-products like a combination toothpaste/hair remover.

Definitely a departure from the nerd-pack drivel that makes non-gamers run for the hills in fear, *Twisted* is a hilariously funny, strikingly original foray into the absurd.

—Jeffrey Adam Young

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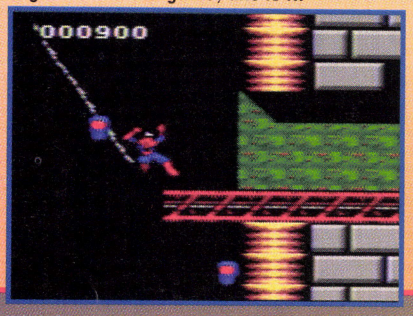
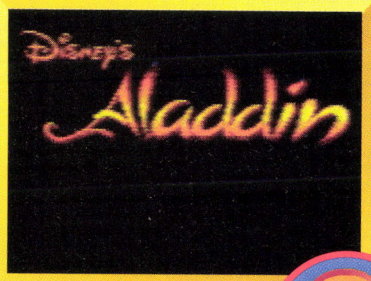
GAME GEAR

8 COOL

Flying Edge
Phone: (516) 624-8888

Play it mad, DJ. Spidey and his mutant pals are caught inside your Game Gear and you have to help them. Use Storm, Cyclops, Gambit, and Wolverine to get through the various levels. Tough and fun; if you're looking for a hot hero game, this is it.



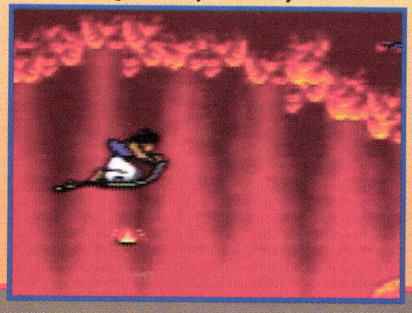


GAME GEAR

9 GREAT

Sega of America
Phone: (800) USA-SEGA

Play it *bad*, DJ. *Aladdin* isn't as smooth for the Game Gear as it is on the Genesis, but what is? You'll be happy with its variety of challenging side-scrolling levels. Save the princess, touch the monkey, get funky with the blue-tinged wish junkie. Buy it.

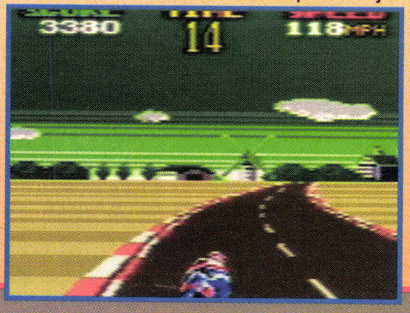


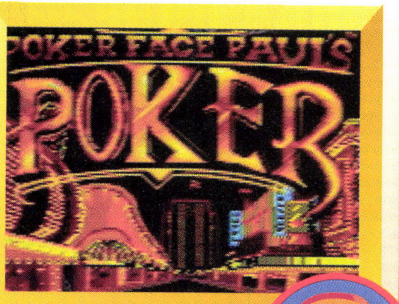
GAME GEAR

8 COOL

Sega of America
Phone: (800) USA-SEGA

Crank the Black Flag and straddle your mean machine, *GP Rider* is going to race you 'round the world. Race from Malaysia to San Marino on the pro circuit in one of the four play modes: Arcade, Tournament, Grand Prix and World Tour. Grease the pave baby!





GAME GEAR

8 COOL

Sega of America
Phone: (800) USA-SEGA

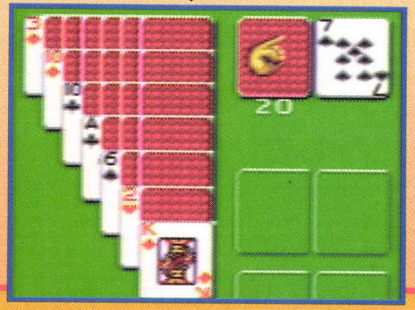
If you love playing poker but can't find a group of people that want to play with you, *Poker Face Paul* will do you well. The video version is just like Vegas, with you playing for royal pairs. Make bank on suckers in the 5-card stud option for added profits and fun.

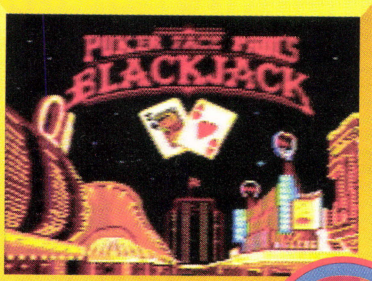
GAME GEAR

8 COOL

Sega of America
Phone: (800) USA-SEGA

A pack of cards is lighter and more convenient than lugging around a Game Gear; I guess the advantage to this is that nobody will fake you out with a game of 52 Pick-Up. Four styles of solitaire, with stats and music. For the lonely and bored.





GAME GEAR

8 COOL

Sega of America
Phone: (800) USA-SEGA

If you're really into gambling, this is not the game for you. What's the fun of playing Blackjack without making any money? I missed the cold sweat that creeps under my armpits when I'm way in the hole. Fun to play, but fake money doesn't do it for me.

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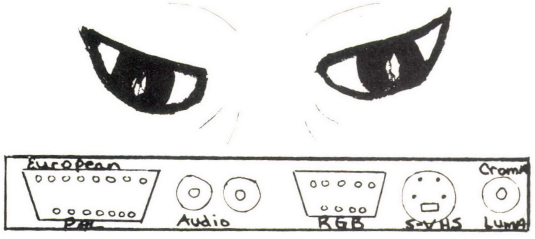

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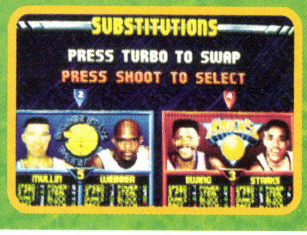
SportsWire

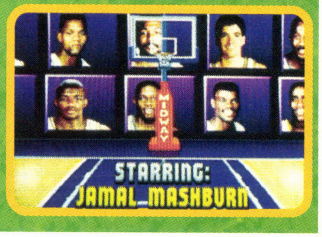
Midway Introduces NBA Jam Tournament Edition

Have you slammed a lot of quarters into your local *NBA JAM* machine? Did you not even bother to buy the home version because it just wasn't the real thing? Well, get ready to hit the slots again, because *NBA JAM Tournament Edition* is on the streets and ready to take you on. Midway claims that "the best has just gotten better," and this is no idle threat. The *Tournament Edition* offers more digitized graphics action, more dunks, more secret characters, and an updated player roster with more statistics.

So what's really in the game? We'll skip what the press release says and tell you a little bit of what we know:

- **Secret Characters:** There are over 60 secret characters in *Tournament Edition*, including a multitude of Midway programmers and workers and even the mysterious cheerleaders from the first edition. Unfortunately, the *Mortal Kombat II* characters that appeared in the test-market machines didn't make it to the final version of the game—in fact, it was by the order of the NBA that Raiden, Scorpion, Reptile and Sub-Zero were removed from the depths of the game's program code.
- **Power Ups:** The Big Head feature from the first game is still in, and now there is a "Huge Head" code that makes your player's skull look like the Elephant Man. Also included is a code that activates what we've been calling "Pee-Wee Mode": All of the characters become half-size baby b-ball bouncers!
- **Other New Features:** *NBA JAM Tournament Edition* offers a "special operator-selectable Tournament Mode that allows you to go for straight-ahead play with all special guest characters and power-ups disabled. Check it out; even the game's new cabinet looks real fresh.

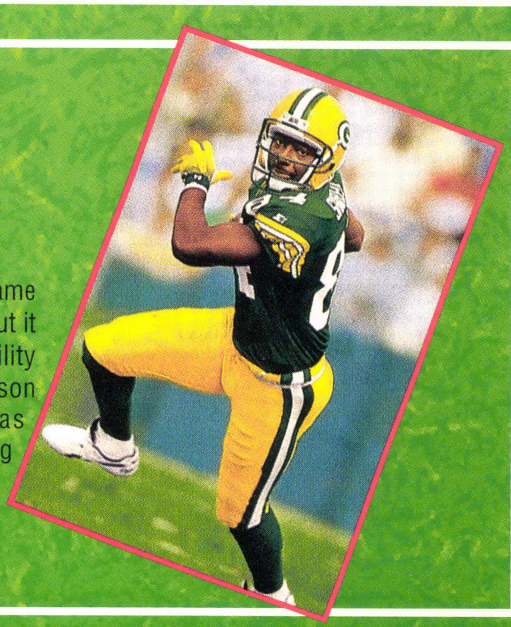




Sterling Sharpe Signs with Jaleco

Football fans stuck in the icy Midwestern reaches of Wisconsin, upset that all of the West-coast teams get the big video game license deals, should be jumping for joy. Green Bay Packers wide receiver Sterling Sharpe has pulled down the big video game bucks to help out Jaleco with its next Super Nintendo game, tentatively called *Sterling Sharpe: End to End.*

There's not much info on the game in this early stage of development, but it will definitely have 4-player capability and feature exhibition and full-season play. If the game plays as hot as Sharpe does, it could be breaking records for football simulations. Look for *Sterling Sharpe: End to End* in the fourth quarter of this year.



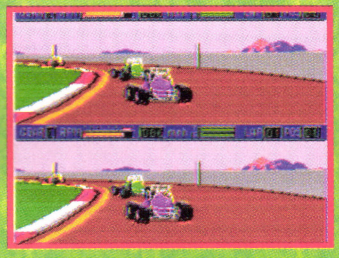
SCOUTING REPORT

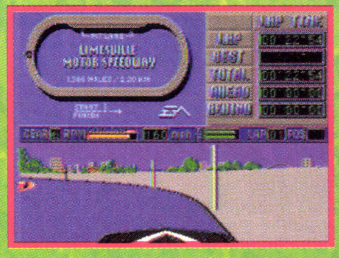
PREVIEWS OF SOON-TO-BE-RELEASED GAMES

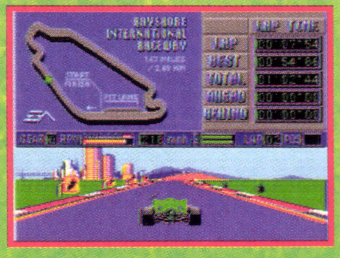
- ✔ Exhibition/Practice Mode
- League/Season Mode
- ✔ Tournament Mode
- ✔ Substitutions
- ✔ Team Construction
- League Construction
- ✔ Battery Backup
- Password Backup
- ✔ Instant Replay
- ✔ Official License
- ✔ 1 ✔ 2 ✔ 3 ✔ 4 5 Players

World Cup USA '94 (U.S. Gold for the Super NES): Soccer is everywhere these days, with the upcoming World Cup tournament coming to the states this summer. U.S. Gold's new footy game is the only Genesis title to be officially licensed by the World Cup USA '94 organizers. Choose one of the 24 teams and play the game in one of eight languages. Having trouble in Spanish class? Screw your schoolbooks! Kick back with *WCUSA '94* and watch your language skills spiff-en—but don't get caught in the post-game meleé.

- ✔ Exhibition/Practice Mode
- ✔ Circuit Mode
- Tournament Mode
- Substitutions
- ✔ Car Construction
- Circuit Construction
- Battery Backup
- ✔ Password Backup
- ✔ Instant Replay
- ✔ Official License
- ✔ 1 ✔ 2 3 4 5 Players





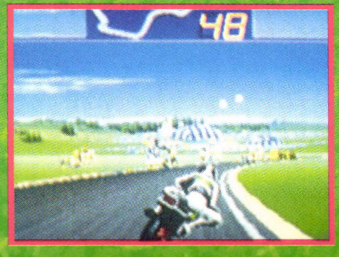


Mario Andretti Racing (EA Sports for the Genesis): Master of high speed tire ripping racing, Mario Andretti is the track master in this new EA title. Customize your own Indy, Stock or Sprint car, and race the circuit for cash. There's hyper-real racing action so you can draft behind your opponents and tear away at the turns—but don't eat the wall by getting too cocky. View the 15 tracks from two viewpoints: From behind your car or from behind the wheel. Check out your position with your mirrors—if they haven't blown off.

- ✔ Exhibition/Practice Mode
- League/Season Mode
- ✔ Tournament Mode
- Substitutions
- Team Construction
- League Construction
- Battery Backup
- ✔ Password Backup
- Instant Replay
- Official License
- ✔ 1 ✔ 2 3 4 5 Players

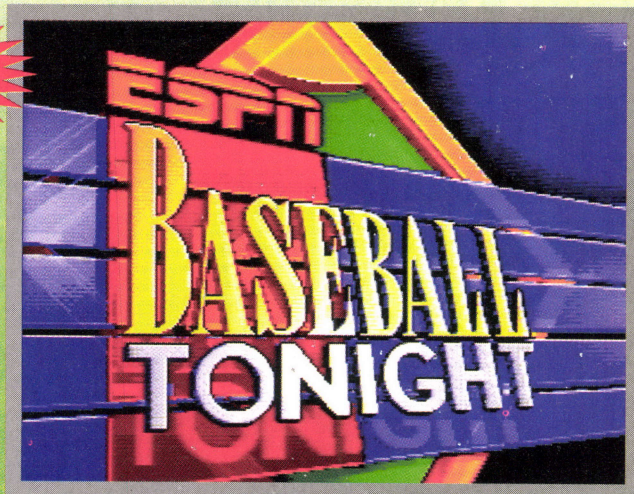
Champions World Class Soccer (Flying Edge for the Genesis): It's been available for the Super NES and now it's here for Genesis owners. Play this game for the thrill of victory. Pick between 32 teams and try to dominate the World Class Cup. Choose from four languages and have fun by turning off the "offsides" mode and cheating. Choose your playing formations and if you're doing good, save the game with the password. Control the players—including the goalie—and enjoy pouncing on your least-favorite country.

- Exhibition/Practice Mode
- ✔ Circuit Mode
- Tournament Mode
- Substitutions
- Team Construction
- League Construction
- Battery Backup
- Password Backup
- Instant Replay
- Official License
- ✔ 1 ✔ 2 ✔ 3 ✔ 4 5 Players



Suzuka 8 Hours II (Namco for the Arcade): This is your greatest chance to know the taste of pavement like the legend Kenny Roberts or the hot shot Freddie Spencer. Mount on the seat and take the challence of the three new racing cicuits. Race against your buds—like in the first game—and watch for the superior new graphics and sound. If you're up for the challenge of *Suzuka 8 Hours II*, maybe you'll know what it's like to rub some knee on the track. Look for it at your favorite arcade.

SNES SPORTS



SONY IMAGESOFT

1-2 Player
8 Megs
Developer:
Sony Imagesoft

GRAPHICS 7

Terrific rotoscoped animation gives this game an amazing look. The ball sails through the infield smoothly but gets a bit choppy in the outfield. I could have done without the Little Caesar's ads.

SOUND/MUSIC 7

The *Baseball Tonight* theme is reproduced perfectly and the speech samples are crystal-clear. A few more sound bites from Chris would have been nice, though, along with a lot more organ music.

PLAYABILITY 7

The narrow view can make it difficult to get your left and right fielders into the correct position and requires you to rely heavily on the "diamond radar" which is extremely inaccurate. Another game with "steer the pitch" controls.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
7	7
NIKOS	BETTY
5	6

BANG FOR THE BUCK 6

THE LOWDOWN

Baseball Tonight is a very basic baseball game with some nifty animation and ESPN personality (Patrick's "The Whiff" strikeout call always brings a smile to my face!). The computer plays a tough game and offers plenty of challenge, but too many features have been left out for this cart to be a serious pennant contender.

Baseball Tonight is Sony's first title to utilize its ESPN sports license. The game features two of the network's most recognizable figures: Chris "I'll Never Be Your Beast Of" Berman introduces each game and provides his trademark "backbackbackback...Gone!" home run commentary, and Dan Patrick calls the balls and strikes from the booth.

The game doesn't have a season mode, but it does feature a playoff mode and you can set up the teams participating. The Major League Baseball license provides official team names and logos and there is an option to switch from the traditional two divisions to the new three division team alignment. There is a special practice mode so you can work on your hitting and pitching, and the Home Run Derby gives you a chance to show off your long-ball prowess.

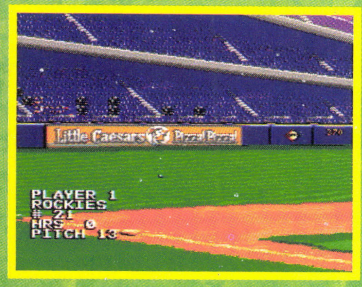
- ✔ Exhibition/Practice Mode
- League/Season Mode
- ✔ Tournament Mode
- ✔ Substitutions
- Team Construction
- League Construction
- Battery Backup
- ✔ Password Backup
- Instant Replay
- ✔ Official License
- ✔ 1 ✔ 2 3 4 5 Players

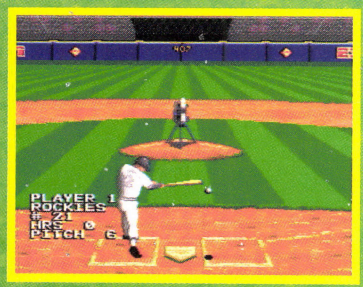
The first thing you notice about this game is the incredible rotoscoped player animation, especially the pitcher's windup and batter's swing. With most games you can almost see the different "frames" of animation, but *ESPN's* is nearly seamless. It doesn't come without a price, however. The batter seems to swing a bit slower than he should, forcing you to commit to a pitch sooner than you'd like. There doesn't seem to be any variety among the different pitchers' deliveries or batters' stances.

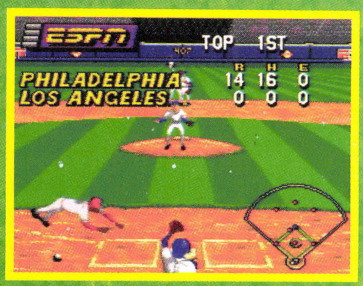
Once you start looking a little deeper you notice there's plenty of other stuff missing, too. For instance, there is only a single outdoor ballpark in which all teams play (yep, even "dome" teams like the Astros play their home games under the stars). You can't have your base runners lead off and there is no way to align the defense (i.e. bring the infielders in for the double play or shift the outfielders for a pull-hitter). It's funny how the effort was taken to show the defense running out onto the field at the start of each inning, but when a player is called out he simply vanishes from the diamond.

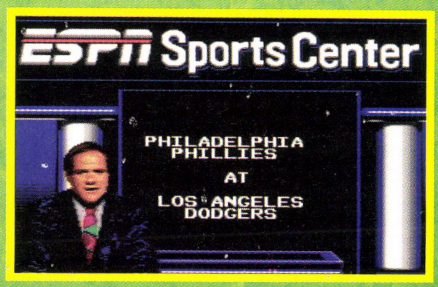
None of this makes the game a total loss, however, as *ESPN* is very playable. The entire game is presented from a single camera viewpoint behind home plate which sort of surprised me; I expected a lot of cuts to different camera angles to emulate a TV broadcast. Instead, the single camera pans the field to follow the ball and avoids the disorientation problems that plague some games when switching from a "batting" view to a "fielding" view.

—Jeffrey Tschiltsch

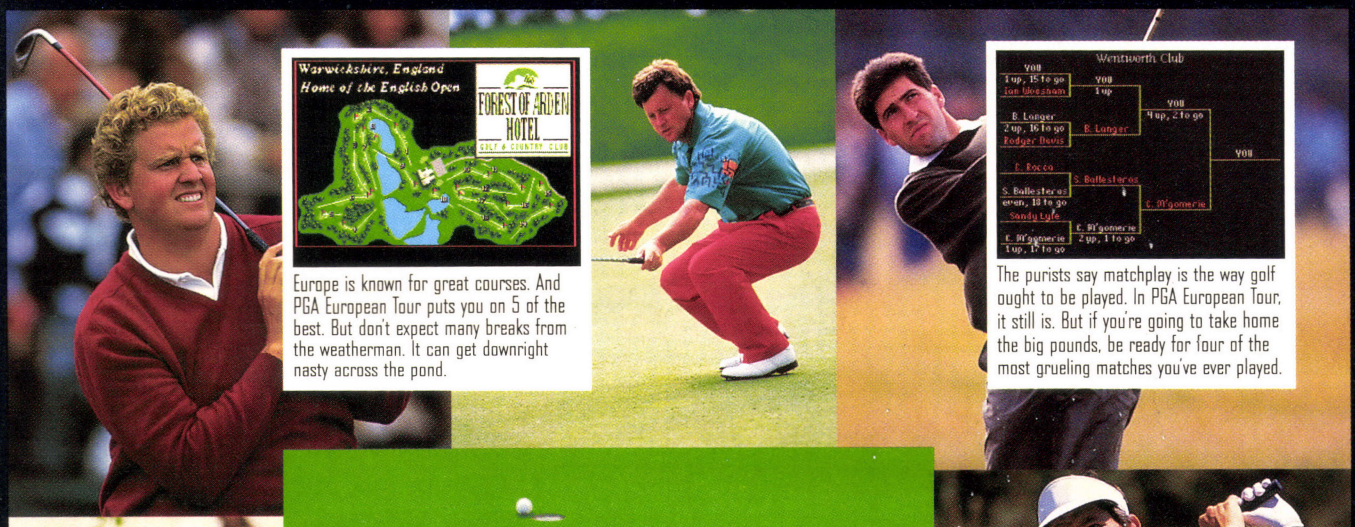








REVIEWS



Europe is known for great courses. And PGA European Tour puts you on 5 of the best. But don't expect many breaks from the weatherman. It can get downright nasty across the pond.

The purists say matchplay is the way golf ought to be played. In PGA European Tour, it still is. But if you're going to take home the big pounds, be ready for four of the most grueling matches you've ever played.

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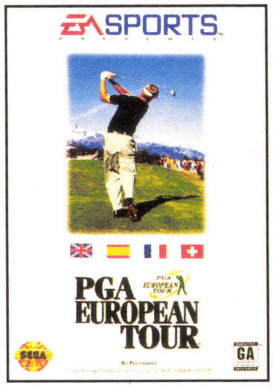
Every hole is sudden death in the Canon Shootout. Four players start. The highest score on each hole drops out. Ties are decided by a chip-off. So be sure to bring every shot in your bag to this one.

These guys play like the real guys. Seve is up and down from everywhere. Langer is his steady self. And you'll have to come out of your shoes to keep up with Woosie. If it's in their game, it's in ours.



Put your golf game and your nerves on the line in 5 European Tournaments against 50 European pros. If you've never played golf before, this probably ain't the best place to learn.

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GENESIS

SPORTS

DOUBLE DRIBBLE
THE PLAYOFF EDITION

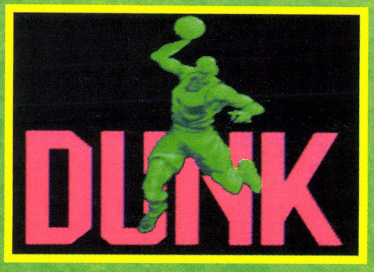
KONAMI

1-8 Players

16 Megs

Developer:

Konami



Konami's popular 8-bit basketball game finally makes the jump to the 16-bit arena. There are 16 teams to choose from in *Double Dribble* and each of the team's players are rated by height, shot, steal, speed, jump, power and strength. Konami didn't pop for an NBA license though, so don't go looking for real players or team logos.

Besides the basic Exhibition game and best-of-five Playoff Tournament, there is a special "Multi-Play" mode which takes advantage of Sega's Team Player adapter. With a single adapter up to five people can play simultaneously; add another adapter and up to eight can play. Multi-Play is useful even if you don't have a Team Player adapter as it lets two people play on the same team, an option not available in the standard exhibition game mode.

Sadly, the Multi-Play mode is about the only thing remotely interesting about *Double Dribble*. The game's presentation immediately turned me off; nothing about it looks very realistic. The players are drawn in a decent enough size, but they all look more like body-builders or wrestlers than basketball players. The game's overhead-angled view makes it difficult to tell where you are under the basket when going for a rebound. The animation is extremely weak, especially the shots from the field which look like some bizarre underhand lob shot.

The game play is pretty unrealistic, too. These guys can do chest-passes the entire length of the court (in some cases while running the opposite direction!). Charging is never called; instead you just sort of bounce off of defenders, as if they have some sort of force-field surrounding them. The controls are limited to the basic Jump, Shoot and Steal moves; you can't do a head-fake or give your player a quick burst of speed to put a move on a defender.

From the game's Setup screen you can select the game type and adjust the length of the shot clock and quarters. If you select the Normal game over the Arcade setting, you will have to make use of the substitution screen as your players will tire. Substitutions show another of the games glaring weaknesses; you can only substitute players when you call a time out. There is no option to shuffle the bench in between quarters or when you're taking the ball out after the opposition scores. Fouls are called in a Normal game, but are pretty rare and seemingly random.

—Jeffrey Tschiltsch

- ✓ Exhibition/Practice Mode
- League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- Team Construction
- League Construction
- Battery Backup
- ✓ Password Backup
- Instant Replay
- Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5 ✓ 6 ✓ 7 ✓ 8 Players

GRAPHICS 6

DD is a pretty drab-looking game, but the biggest surprise was the amount of flicker; get too many guys in a row and watch the body parts disappear. The best graphics in the cart are on the password entry screen.

SOUND/MUSIC 6

I liked the intro and menu music but turned off the repetitive in-game tunes. Unfortunately there is no way to turn off the color commentary which contains only a couple of static-filled stock phrases.

PLAYABILITY 5

Only the most basic of moves are supported and, without a playbook or the ability to assign defensive matchups, there is no way to develop or execute any kind of strategy.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
7	7
NIKOS	BETTY
5	4

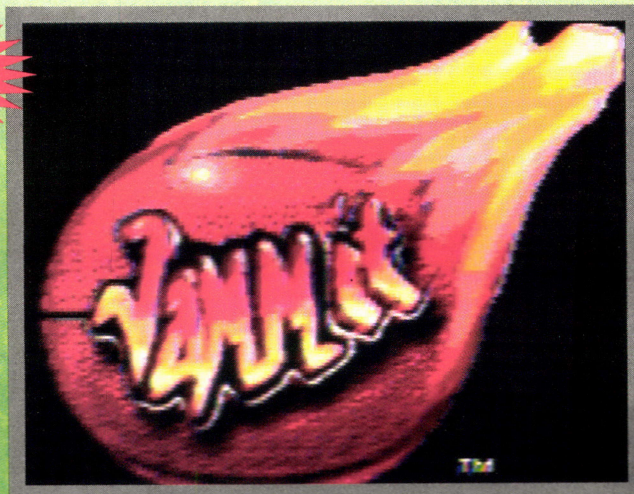
BANG FOR THE BUCK 5

THE LOWDOWN

What might have cut it in the early days of 8-bit gaming comes up severely lacking in the 16-bit era. *Double Dribble's* Multi-Play mode may sound appealing, but I guarantee you'll use that Team Player adapter a heck of a lot more with *NBA JAM* then you ever will with this clunker.

GENESIS

SPORTS



Virgin GAMES

1-2 Players
16 Megs
Developer:
Imagitrek Studios

Jammit is a basketball game with a lot of attitude. Take the options screen for instance, which lets you set the level of "Trash Talking" from "Lots 'O Trash" to "Shut Up Already." Get the idea? This ain't no friendly neighborhood game.

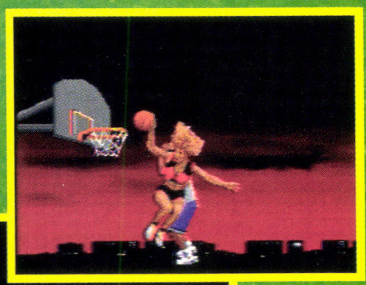
There are two game modes in *Jammit*. You can play an Exhibition game against a friend or enter a seven round tournament against computer-controlled players. You start each round of the tournament with a $300 stake, as does your opponent. The object of each round is to clean out your opponent. Betting $100, $200 or $300 sets the difficulty level for that game. Make it through all seven rounds and you'll face the Judge in a winner-take-all game of his choice.

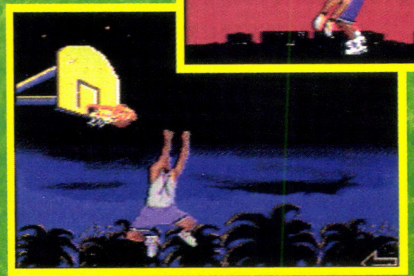
Each round of *Jammit* is a different kind of one-on-one game. The games range from straight 21-point one-on-one, with loser's outs and fouls enforced, to games like 2 Hot, where making a shot while standing on a moving X counts double value. You can play the first six games in any order, but the seventh game is Cutthroat where you face two opponents instead of one. Win that round and you're off to see the Judge!

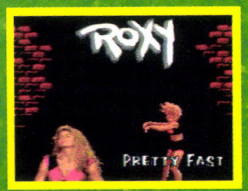
The gameplay in *Jammit* is pretty straightforward and similar in execution to *NBA JAM*. While you can throw elbows and shove players around, some games let a player call "foul" and attempt an easy free-throw. One of the interesting strategy features of the game is the "Pump It" option, which lets you restore some of your player's stamina if you've been using the turbo button too much. The Slam Cam is another cool idea: When your player goes up for a dunk, the view changes to a close-up of the basket. This isn't a new idea, but *Jammit* offers the player more interaction and a wider variety of moves.

Jammit is easy to learn and features some cool moves, but like Roxy says, "Don't get cocky!" The computer-controlled players are tough to beat, especially when the stakes get higher, and have a nasty habit of coming from behind late in the game.

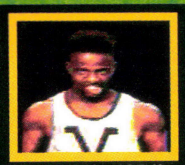
—Jeffrey Tschiltsch



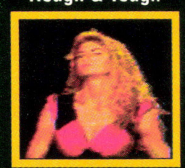




- ✓ Exhibition/Practice Mode
- League/Season Mode
- ✓ Tournament Mode
- Substitutions
- Team Construction
- League Construction
- Battery Backup
- ✓ Password Backup
- Instant Replay
- Official License
- ✓ 1 ✓ 2 3 4 5 Players

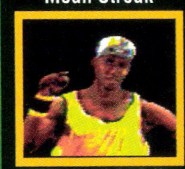


CHILL: 5'11", 185 lbs.
Quick 'n Slick
Slams & Jams
Rough & Tough



ROXY: 6'1" 140 lbs.
Long Shooter
Slaps Away Most
Fast

SLADE: 6'2" 180 lbs.
Never Tires
Fast & Loose
Mean Streak



JUDGE: 6'4" 205 lbs.
Tower of Power
Strong & Fast
Precise Shooter

GRAPHICS 7

The digitized players look pretty good, but overall the graphics have a 'grainy' look to them. The animation isn't the smoothest, and the fact that your feet don't move when sliding around the court in a defensive crouch is weak.

SOUND/MUSIC 8

Jammit features plenty of bass-pounding tunes that will change if your player goes near the boom box. Each character has their own set of digitized trash-talk that will have you talking back to the screen in no time.

PLAYABILITY 7

In general the controls are fine but the shooting mechanics can be a bit rough, as can the special evasive dribble maneuver which often sends your player in the opposite direction you expect. Supports the 6-button controller.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
7	7
NIKOS	BETTY
4	4

BANG FOR THE BUCK 7

THE LOWDOWN

Jammit's a pretty fun game and its Slam Cam, digitized player graphics and homeboy/girl attitude give it a feel all its own. Like other one-on-one contests, it's more fun going against a human opponent than trying to work your way through the tournament, which gets old fast even with all of the different game variations.

REVIEWS

SNES

SPORTS

CAPCOM'S SOCCER SHOOTOUT

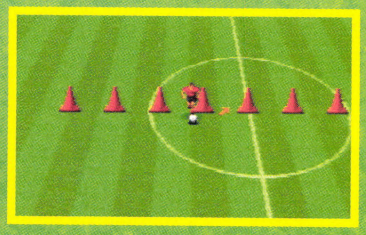
CAPCOM

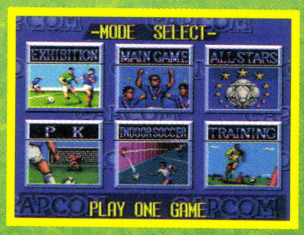
1-4 Players

8 Megs

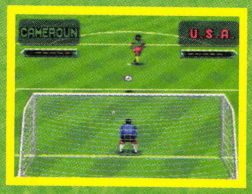
Developer:

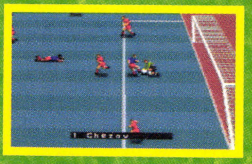
Capcom





Capcom's *Soccer Shootout* can deliver four-player simultaneous action to those with multiplayer set-ups.





- ✔ Exhibition/Practice Mode
- ✔ League/Season Mode
- Tournament Mode
- ✔ Substitutions
- ✔ Team Construction
- League Construction
- Battery Backup
- ✔ Password Backup
- ✔ Instant Replay
- Official License
- ✔ 1 ✔ 2 ✔ 3 ✔ 4 5 Players

Capcom jumps on the soccer bandwagon this issue with *Soccer Shootout*. The game is compatible with the available multi-player adapters, so up to four people can play simultaneously in single match exhibition or All-Star games. Multiple players may also compete in 22- or 44-game seasons. Unlike the EA Sports games which let you configure your multi-player teams anyway you wish, *Soccer Shootout* does not allow more than two players to play cooperatively on the same team.

There are twelve teams to choose from in the exhibition and season modes. In All-Star games you can select one of the two fixed-roster teams or you can have the game generate a "random pool" of players to comprise your team. In either game type you must select 11 players and four reserves from your 20-man roster. You can set up your team's game strategy by choosing one of the nine preset formations, or design your own custom formation by arranging your players manually.

There's also an Indoor Soccer mode—where the walls surrounding the field keep the ball in constant play for non-stop action—a Penalty Kick game and a special Training mode which lets you practice dribbling, shooting, defense, corner kicks and free kicks.

Soccer Shootout plays like most soccer games, with each button representing a special shot or pass on offense and a different kind of tackle on defense. You always control the player with the ball on offense, but on defense things get a bit strange. The game doesn't allow you to choose which defender you are controlling at any given time; instead you control the player nearest the offensive player with the ball. There is no indicator showing you which player you control, and if two defensive players are equally near the opponent you control *both!* In general, the control scheme works OK, but it can severely limit your defensive options during a strong attack by the opposition.

Soccer Shootout is a colorful game with some nicely detailed animation and very smooth scrolling. There are ten specialty moves, including diving headers, bicycle kicks and shoulder tackles. The screen is completely devoid of any crowd graphics except after a goal, when you are treated to a small celebration cinema. The instant replay automatically engages after goals and foul calls but doesn't feature any of the VCR-type controls found in other sports games.

—Jeffrey Tschiltsch

GRAPHICS 8

The players are small but quite detailed. Most moves are realistically animated, but the goalies seem to have superhuman diving abilities. Some minor scaling is evident on corner kicks and menu selections; it's a nice touch.

SOUND/MUSIC 7

Not bad in general, but the calypso-style music really started to grate on me after a while and there is no way to turn it off. The speech samples sound like they were digitized from someone whacked out on 'ludes.

PLAYABILITY 7

Overall the controller response is quite good—except when controlling the goalie in the Penalty Kick game. The inability to switch defensive players is a major limitation, however; it takes a lot of getting used to.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
8	7
NIKOS	BETTY
6	7

BANG FOR THE BUCK 7

THE LOWDOWN

With several different game options, *Soccer Shootout* offers arcade players plenty of variety. I didn't care much for the defensive controls and the limited number of teams will disappoint true fans, but the four-player capability and fast-paced indoor soccer mode make this game worth checking out.

REVIEWS

SCOREBOARD

GENESIS BASKETBALL

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	NBA Showdown '94	Electronic Arts	9	9	9	8	7	9	8	9	9	8	8	7	8	8
2	NBA JAM	Arena	9	8	8	7	8	9	9	8	4	5	7	7	8	8
3	NBA Action '94	Sega	7	7	7	7	6	8	7	8	8	7	7	6	9	9
4	Bulls vs. Lakers and the NBA Playoffs	Electronic Arts	7	8	7	6	6	8	6	7	8	8	7	6	7	7
5	Lakers vs. Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	6	7	7	7	6	6	7	7
6	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
7	**Jammit**	**Virgin**	**7**	**7**	**7**	**8**	**8**	**6**	**7**	**8**	**6**	**6**	**8**	**6**	**6**	**n/a**
8	NBA All-Star Challenge	Flying Edge	6	7	7	7	6	7	7	5	4	6	6	6	7	6
9	Jordan vs. Bird One-on-One	Electronic Arts	6	7	7	7	7	7	6	6	5	6	6	6	n/a	7
10	Pat Riley Basketball	Sega	6	7	8	6	6	6	7	6	4	5	5	6	6	3
11	Tecmo Super NBA Basketball	Tecmo	5	5	6	6	5	5	7	7	8	5	6	6	8	6
12	**Double Dribble: The Playoff Edition**	**Konami**	**5**	**6**	**5**	**7**	**6**	**6**	**7**	**5**	**6**	**4**	**6**	**5**	**6**	**n/a**

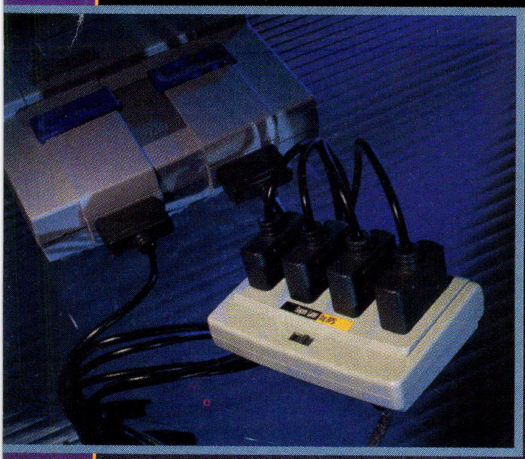
SUPER NES SOCCER

1	FIFA International Soccer	Electronic Arts	9	9	8	8	9	9	9	8	8	9	8	8	9	7
2	Tony Meola's Sidekicks Soccer	Electro Brain	8	8	7	6	7	8	8	8	8	8	7	8	7	2
3	World Soccer '94	Atlus	8	8	8	7	7	7	8	7	7	6	8	7	9	n/a
4	**Soccer Shootout**	**Capcom**	**7**	**7**	**8**	**7**	**6**	**7**	**8**	**8**	**8**	**7**	**8**	**6**	**5**	**n/a**
5	Champions World Class Soccer	Acclaim	7	8	6	7	7	7	7	7	6	7	7	7	8	n/a
6	Super Soccer Champ	Taito	7	8	7	5	4	8	8	6	n/a	6	6	5	5	n/a
7	Super Soccer	Nintendo	6	6	7	7	6	7	7	7	6	7	6	6	6	n/a
8	Super Goal! 2	Jaleco	6	6	6	6	6	7	6	6	7	6	7	4	7	n/a

SUPER NES BASEBALL

1	Hardball III	Accolade	8	9	8	7	7	9	8	9	8	8	7	6	8	8
2	MLBPA Baseball	Electronic Arts	7	7	8	8	8	7	8	7	8	7	7	6	7	7
3	**ESPN Baseball Tonight**	**Sony Imagesoft**	**7**	**7**	**8**	**7**	**8**	**7**	**7**	**7**	**6**	**6**	**8**	**7**	**8**	**7**
4	Super Bases Loaded II	Jaleco	7	8	7	7	6	7	7	7	7	8	8	8	6	n/a
5	Cal Ripken Jr. Baseball	Mindscape	7	7	8	8	7	7	6	7	7	6	6	6	6	4
6	Sports Illustrated Baseball	Malibu Games	6	7	8	7	7	7	8	6	5	6	6	6	6	4
7	Roger Clemens' MVP Baseball	LJN	6	8	7	6	7	6	6	7	5	6	3	8	7	4
8	Extra Innings	Sony Imagesoft	5	6	6	6	6	7	7	7	5	5	6	3	6	n/a

HARDWARE



A PARTY ON YOUR SUPER NES

What's new at Bullet-Proof Software? Oddly enough, it's *hardware*. That's right, Maybe BPS should start calling itself BPH, because it's selling one of the best of the available multi-player adapters for the Super NES. The **Super Link** allows up to five players to compete simultaneously on games like *NBA JAM*, *Secret of Mana* and EA's newer sports titles. The unit comes packed with five pairs of color-coded stickers that users can wrap around their cords to keep track of their pads.

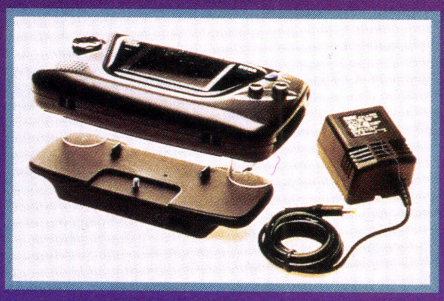
Suggested Retail Price: $29.95
Available: Now

SEGA'S NEW ADDITIONS

New from Sega of America comes a mouse for the Genesis and a rechargeable power pack for the Game Gear. The **Mega Mouse** is only compatible with a handful of games—Tradewest's *Fun 'N' Games* and Activision's *Shanghai II: Dragon's Eye* are the first two—but it sure looks cool. A sleek black design gives this mouse a mean look, and it has three buttons that are easily accessible. Unfortunately, the **START** button is on top as well, and it's a little too easy to hit it by accident. The Mega Mouse comes packed with a smartly designed red and black mouse pad.

On the more practical side, Sega's **PowerBack** is a well-designed rechargeable battery pack that fits snugly into the back of a Game Gear. The three-hour pack charges in just two hours by plugging it into the included AC adapter. Players can also play while the pack is charging, but it takes four times longer to charge that way.

Suggested Retail Price: $39.99 (Mega Mouse)
$44.99 (PowerBack)
Available: Now



VEST TO KILL

If you're a game fanatic, why not dress the part? Since vests are all the rage this year, it's only fitting that one be released for the gaming-conscious fashion-followers. Fans of NEC's obscure Japanese Virtual Cushion peripheral will undoubtedly embrace the **Interactor** Virtual Reality Vest by Aura Systems, Inc. Using technology similar to that in the virtual rides at the Luxor Hotel in Las Vegas, the vest contains a powerful speaker located in the lower back area that converts low-frequency sound effects of video games into vibrations through your body by bouncing the sound frequencies down by factor of four. The threshold filter adjusts levels of higher frequencies like music, so that gamers can vary the range of sound frequencies they can "feel."

The Interactor can hook up to any audio output, so you can shake to the noise of your game systems, stereo or even your television. The thought of Rosanne Arnold's voice vibrating through my lower back literally sends chills down my spine!

Suggested Retail Price: $89.95
Available: September

STREET CHEATER

Are you just too lame to execute a special move in *Street Fighter II*? **The Fighter** from Innovation is a joypad with four buttons full of pre-programmed special moves for all 12 characters in *SFII* and *SFII Turbo* for your Super NES. The pad works great, but the response is a little weird because the "special move" buttons perform each move in both directions (so they work whether you're facing right or left), which means you'll see a few extra punches, kicks or crouches mixed in there. If you're fightin' in the street and your back is against the wall, this pad will get you out of a jam with a little "yoga flame."

Suggested Retail Price: $29.99
Available: Now

BY JEFFREY ADAM YOUNG

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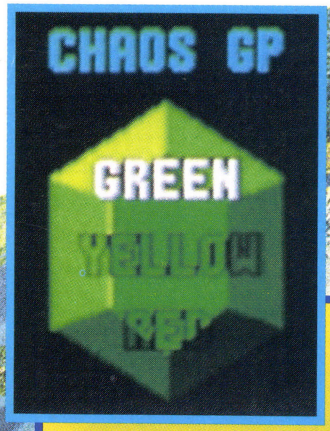
GLOBAL GAMING

BY ERIC NAKAMURA



SONIC DRIFT

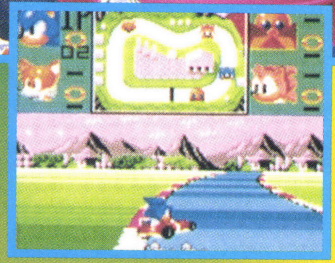
SEGA

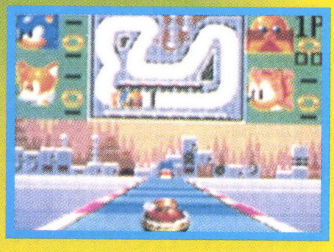
Game Gear

4-Meg with Battery Backup

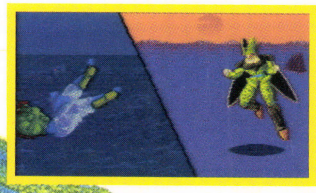
ACTION

Just released in Japan, *Sonic Drift* plays like a cross between *Super Monaco GP* and *Super Mario Kart*...but this time, the stars of the game are Sonic the Hedgehog and his friends. There are four characters to choose from: Sonic, Tails, Sonic's girlfriend Amy and Eggman (a/k/a Dr. Robotnik.) The competition is fast and furious, but friendly.





As you might expect, you can grab speed-up icons from the road and really burn the tracks. There's also a two-player "Battle Mode" option. Three levels of difficulty—green, yellow and red—offer six races each. Will the game be released in the U.S.? It's a pretty safe bet; considering Sega's underdog status in Japan, we doubt there will ever be any Sonic titles released overseas that *don't* make it to these shores.



FIGHTING

DRAGON BALL Z 2

BANDAI

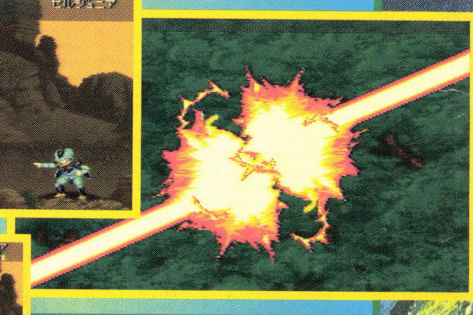
Super Famicom

16 megabits

Considered by some Japanese gamers to be the ultimate fighting game, this is the second Super Famicom title based on the popular *Dragon Ball Z* characters. Forget all of the Chun-Li and Goro talk for a moment; let me introduce the master of thrash Super Saiya and the rest of the crew. Do you consider *Street Fighter* and *Mortal Kombat* to be kind of similar to each other? In *DBZ2* you can fly forward, backward, hover in the air or dive under water! There are different elemental planes for fighting nuts—not just one "street" level.

What's more, you can fight when you're not even in the same vicinity. When the characters become too far apart, a dynamic split-screen feature keeps both fighters in view as they fly around and hurl bombs at each other. A "radar" shows your position at all times; it's a necessary tool, too, since the battlefields are huge. Check out the unbelievable "laser cannon" blasts that can only be thrown from a distance; these are among the most decisively devastating attacks in any fighting game.

Since the characters are virtually unknown in this country, *Dragon Ball Z 2* is not likely to be released here—Bandai is busy gearing up for the release of its *Mighty Morphin' Power Rangers* game. Still, if games like *Ranma 1/2* can make it to these shores, there's always hope! (Thanks to Yoshiki 'Riki' Matsubara.)



WAKA TAKA OSUMO

SPORTS

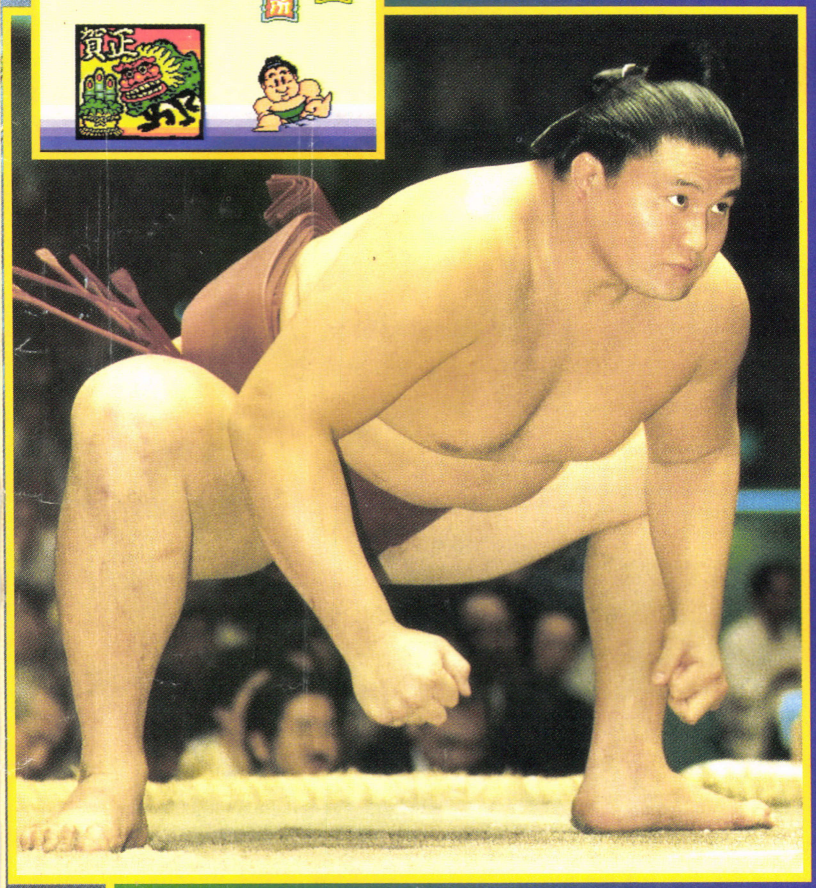
IMAGINEER

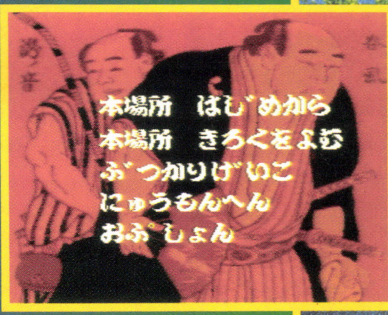
Super Famicom

Yes! The Sumo game! For those of you who aren't versed in the world of Sumo Wrestling, the title refers to the two mega-star Godhead brothers named Takanohana and Wakanohana, both in their early 20's. These two have taken the Sumo community by storm in the last couple of years. They're the talk of the town, not to mention big-time heartthrobs. Isn't it awesome that a nation of 100 million can drop its almost instinctual prejudice against obesity and fall in love with these two 300-pound wrestlers?

The brothers have both been awarded the Ozeki Ranking (the second-highest ranking in Sumo) and are threatening to enter the Yokozuna—not the WWF dude, the Grand Champion level of Sumo. Takanohana just won the January tournament, and he was recently engaged to Miyazawa Rie, a popular fashion model/pop queen. They're in the news, they're in the tabloids and they're now in a Super Famicom game in Japan.

The game is a standard one-on-one wrestling-type of game, but there is some strategy involved—you'll need to know a lot of Japanese Kanji characters in order to fully appreciate the names of the wrestlers' throws as they appear on the screen. Push them out, throw them over or trip them down, but don't forget: You have no helmets or safety belts!



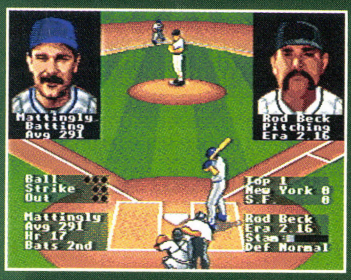


Turbo Charged Gum!

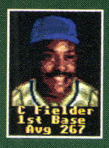
Remember a few months back when we showed you the *Street Fighter II* chewing gum from Japan? Now there's *Street Fighter II Turbo* gum. The box art kicks tail and there's two kinds so far: One shows Ryu fighting Ken and for you Chun-Li fans, she's looking fierce fighting Blanka on the other. The gum's the same as before, apple and banana flavored...pretty tasty! There's also a "Quick Fight" game card on the inside that's different than before. It's like one of those silver scratch-off lottery tickets. If you have to have this candy, try an import shop or a local Japanese supermarket, if you're in a big city that has one.

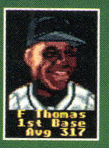
COOL STUFF

The only real game in town.



Play with real superstars. See their pictures and stats on-screen.





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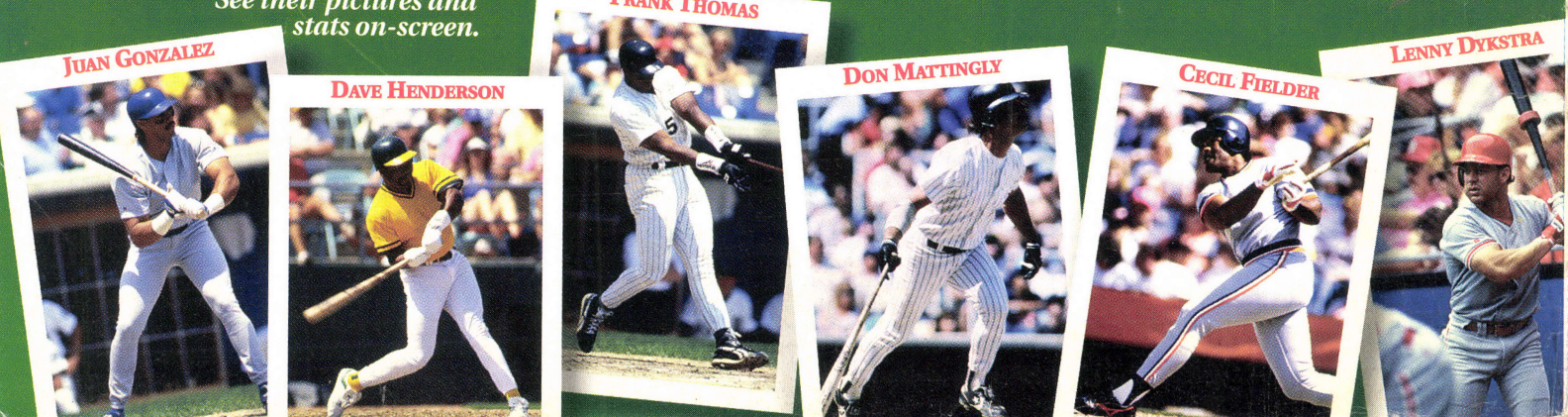
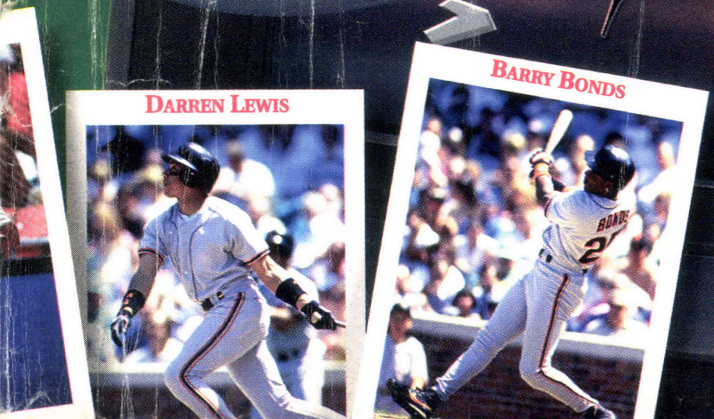


R.B.I.™ '94

ASEBALL



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